NINTENDO POWER™

May/June 1990
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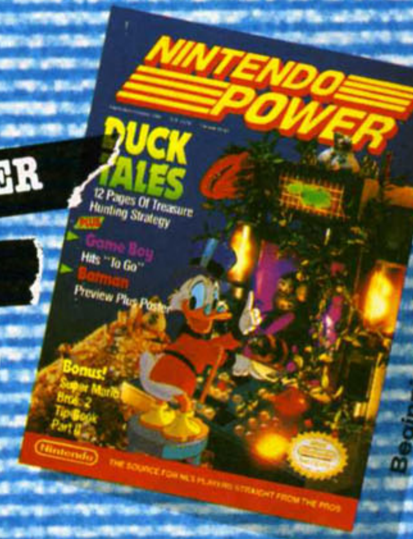

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NINTENDO POWER

YOU CAN'T GET WITH IT WITHOUT IT!

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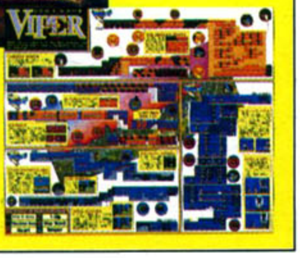
FINAL FANTASY

FINAL FANTASY POSTER: Follow the Light Warriors on their Quest.



On the back, a detailed map of Code Name: Viper.

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POWER Meter Rating System:

To further help you decide which games are just right for you, we offer the Power Meter Rating System. Every new game introduced for the NES will be rated on four different characteristics: Graphics & Sound, Challenge, Play Control and Theme & Fun. Judge the games yourself by rating each on a scale of 1 to 5 next to our Pro's ratings.

CLASSIFIED INFORMATION TIP BOOK!

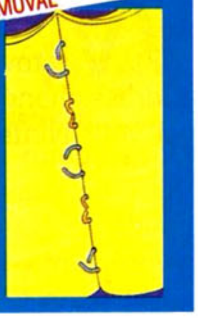
TOP SECRET

A special collector's edition book compiling the best of Classified Information and some brand new tips!

CLASSIFIED INFORMATION
NINTENDO POWER

TIP BOOK REMOVAL

Bend back silver staples, leaving brass staples alone. Lift book straight up and out. Fold silver staples back down.



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Player's Pulse

MAIL BOX

Cost Questions

I have had my Nintendo for about two years now and I have eight games. I heard on the six o'clock news that it only takes $4-$5 to make a game. Why are they about $40-$50 at stores?

Billy Winslow
Saratoga Springs, NY

Game Paks are like human brains—they process information. In fact, the entire human body isn't "worth" much! With inflation and all, its "components" are worth just about as much as Game Pak components are, but most of us like to believe we're worth more than that! Like human brains, it's how we use the Game Pak's memory capacity that counts, and once our engineers put their gray matter to work, designing and developing a program to best use the Game Pak memory is the biggest challenge—and expense. Add to the cost of programming and development other expenses like packaging and shipping and you can see that the actual cost of putting a Game Pak on a store shelf is much more than that of its raw materials alone.

Star Watcher

I saw The Wizard last weekend—it was great! I want to write to Jenny Lewis, the girl in the movie. Do you have her address?

Jason Kendall
Boston, MA

Judging from the number of letters we've received, Jenny's going to get lots of mail. She's working on a new television program, Shannon's Deal, for NBC. You can write to her c/o NBC Publicity Dept., 3000 W. Alameda, Burbank, CA 91523.

Multi-lingual Power Source

I'm a real big fan of Nintendo. I got my NES last year and now I have lots of games. I get Nintendo Power and I really like it. The tips I read really helped me improve my scores, but I could understand them better if you wrote in French. There are lots of Nintendo players here in Quebec, and some of my friends speak French, not English. Do you have Nintendo Power in French, too?

Joanie Cremin
Longueuil, PQ

Nous parlons francais! (Y tambien hablamos español!) Nintendo Power is published strictly in English, but we can answer letters in French and Spanish. Send us your questions (o preguntas) and we'll do our best to respond in your native language.

Change of Address

What do you do if you are moving to a new city or town and want your address changed to make sure you get your Nintendo Power?

Michael Welle
Springfield, VA

It's easy to have your delivery address changed. When you know what your new address will be, call our Consumer Service Representatives at 1-800-255-3700. They'll see to it that you don't miss out on the Power.

Game Boy Fan Mail

I recently purchased the Nintendo Game Boy. I am proud to say that it is great! The graphics are excellent, the stereo sound is superb, and it is small enough to take anywhere. My games include Super Mario Land, Baseball and Tetris. I am looking forward to playing Golf and many other Game Boy Game Paks. I would like to know if Nintendo Power will have a special place for Game Boy previews, high scores and tips.
Keep the great products coming.

Stevie Stevens
St. Leonard, MD

Game Boy's been a big hit! And yes, we've had a Game Boy column since the September/October 1989 issue. You can expect the column to expand as more games become available and as we learn about more tips. When you discover tips and secrets, send them in, or if you post a super score, send us a picture of your Game Boy screen. Who knows? Maybe you'll see your name in the Game Boy Column.

Drop us a line, we'd love to hear from you! Send your letters, drawings, jokes, tips and Power Player Profiles to:

Nintendo Power Player's Pulse
P.O. Box 97033
Redmond, WA 98073-9733

VIDEO SPOTLIGHT

I hear that you're looking for Power Players. Well, you just found your man. I'm 14 and have 37 games. I got my Nintendo when I was eleven and I think it's totally awesome. I have played many games and beaten most of them. Blaster Master, Ninja Gaiden, The Legend of Zelda and Ikari Warriors are a few that I've beaten.
My favorite game is Blaster Master because I like the idea of having the little character get out of the car to obtain weapons and to destroy the mutants at the end. I have other interests. I enjoy playing basketball and football. I make the "B" honor roll easily in school, and I like to read C.S. Lewis books. My favorites are the seven Chronicles of Narnia.
Right now I'm trying to finish Cobra Triangle and Teenage Mutant Ninja Turtles. In the future I plan to get Batman, Blades of Steel and RoboCop. Keep those awesome games coming because I'm ready!

Aasif Mirza
Sewaren, NJ

I think I'm a Power Player because I've beaten just about every game that I've played. All together, I've defeated 19 Nintendo games so far. My Game Pak library is small, so half of the games I defeated were borrowed from friends. Since I'm often busy with schoolwork, I cannot beat games quickly. Nevertheless, if I'm persistent enough I can beat even the most time-consuming games such as The Legend of Zelda, The Adventure of Link and Metal Gear. The game that puzzled me the most of all the games I've defeated was Rambo. I finally solved it without any help and destroyed the flying fortress using only five life bottles.
I enjoy a variety of sports, collect baseball cards, and play in the Woodbridge Middle School band.
I'm the oldest, and only boy in my family and have three younger sisters. I think that Nintendo games are getting better every year and that Nintendo Power is the best video game magazine around.

Will Cwiertniak
Elmhurst, IL

POWER PLAYER PROFILE: Tom Wittgow

Age: 17
City: East Wenatchee, WA

Favorite games: I like role-playing games because they challenge me. I can finish most games in less than three days, but RPGs sometimes take me up to a month. Ultima was really challenging, but my favorite game is Dragon Warrior. I played lots of Super Mario Bros. 3 before the NES version came out on the Play-Choice coin operated machine. Flying as Raccoon Mario is tricky! Accomplishments: I've beaten so many games that I can't list them all, but a few are Dragon Warrior, Ultima, The Adventure of Link, Mega Man II, Strider and Faxanadu.
When a local toy store had a "Super Mario Bros. Challenge", I ended up winning. Each person got to play for five minutes, and my high score was 389,000! What's really great is that I received a Game Boy for winning, so I also bought Super Mario Land.

Future games: I plan to get any RPGs that look cool, and I plan to stock up on games for my Game Boy. I'm also looking forward to Super Mario Bros. 3, Zelda III and Dragon Warrior II, if they're coming out.
Interests: Playing video games and skiing at nearby Mission Ridge. To pay for video games and skiing, I usually work summers at a cherry farm.
Advice: To anybody who doesn't have a Game Boy, I say get one!! It's great—you'll love it, especially on long trips.

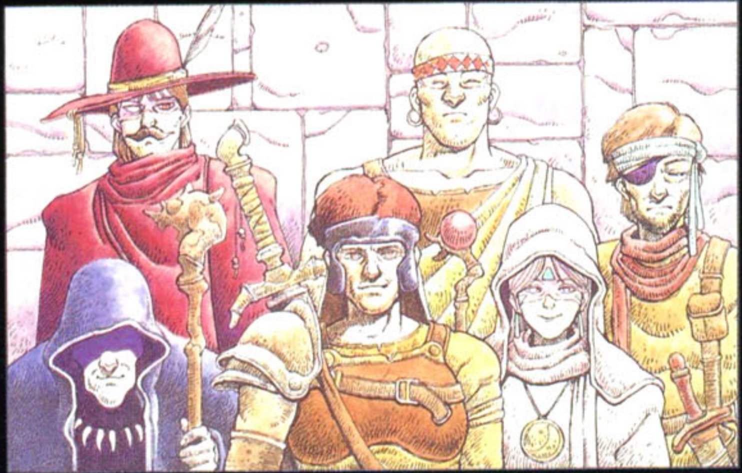
FINAL FANTASY™

Welcome To A World Where Fantasies Become Living Reality

Find Out How You Can Enter And Win In The

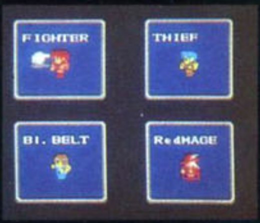
FINAL FANTASY TREASURE QUEST

This storyview takes the Light Warriors on a Final Fantasy of discovery and adventure. If you find the hidden clues here and in the game, then enter the Final Fantasy Treasure Quest. You could be whisked away on a real-life adventure just as exciting as Final Fantasy itself! And you don't have to be a wiz to win. An 84-page Explorer's Handbook is included with the game. Learn even more Treasure Quest clues and strategies for later stages of Final Fantasy in the July and September issues of Nintendo Power. See contest details following this storyview.



The Light Warriors

The great sage, Lukahn, predicted that four courageous foes of evil would one day recover the four good Orbs and bring freedom to the world. They would be great fighters and wield the power of magic. But many years passed. Then, finally, beyond hope, they arrived—The Light Warriors!



The King's Quest

The King's Quest is but the first of many trials for the adventurers.

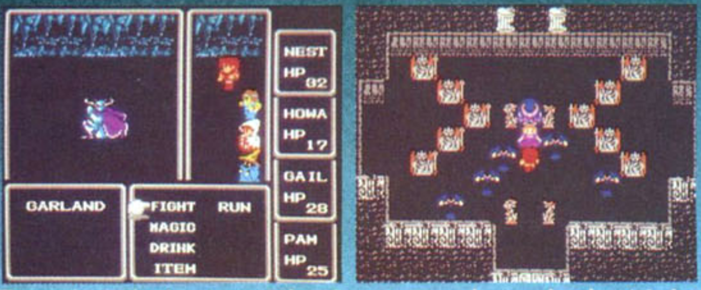
For many years Coneria has suffered the ravages of an evil sorcerer. Seeking out the King of the land, the Light Warriors learn that the Princess was abducted by Garland and taken to his castle. They set forth to rescue her.

Coneria

The Light Warriors speak to all the people of this town, although some are more interested in body language.

The Fall of Garland

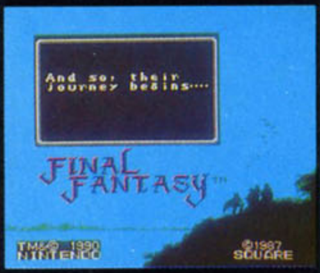
Through treacherous lands the heroes fight their way Northwest until they reach a desolate palace. Inside, they find Garland and challenge him to battle. Having gained strength and experience on their journey, they defeat the wizard and rescue Princess Sara.

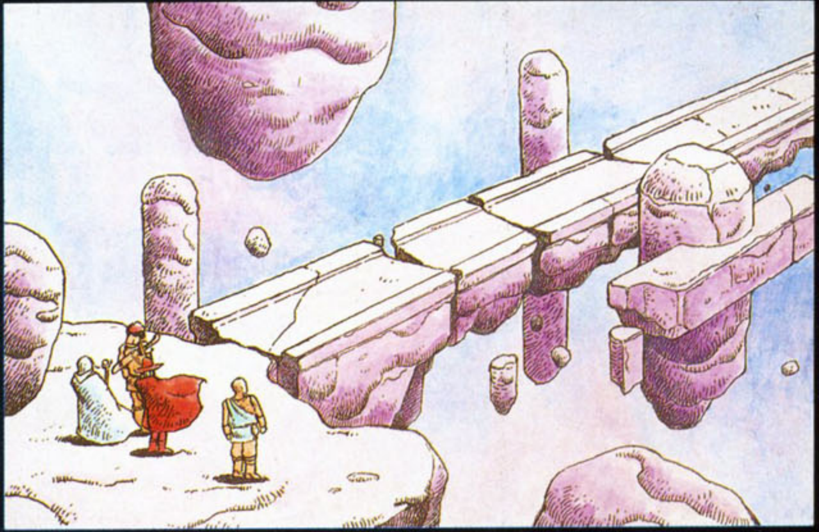


By using their strength of arms and magic the Light Warriors defeat Garland and rescue Princess Sara!

Across The Bridge Awaits A New Land

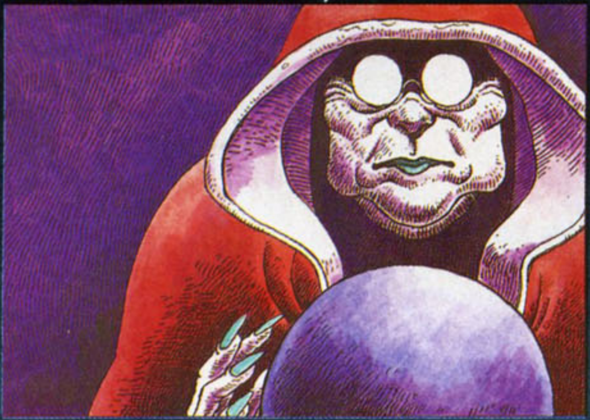
In promise to the Light Warriors, the King builds a bridge to the mainland. Once across, the warriors realize that their adventure has just begun. Wide realms lie before them, and great deeds wait for the coming of bold heroes.


And so, their journey begins....



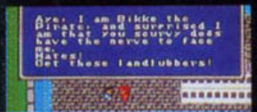
The Cave of Matoya

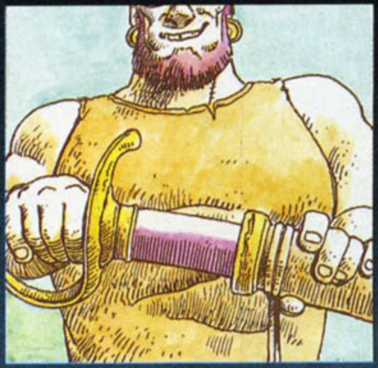
First, they seek out the friendly witch who dwells in a cave to the North. There they learn new secrets from Matoya and her broom.

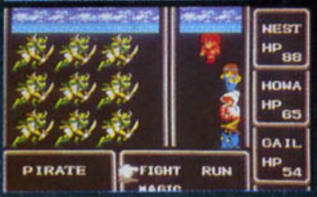


Battling The Pirates

Then the Light Warriors turn Eastward to the village of Pravoka where fierce pirates have laid siege to the town. A desperate battle begins.


Arg, I am Bikke the Pirate, and surprised I am that you scurvy dogs have the nerve to face me.
Mates!
Get those landlubbers!

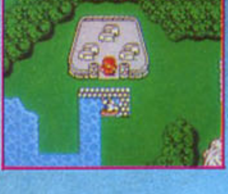


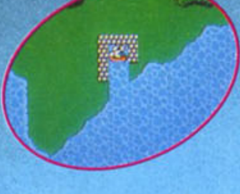


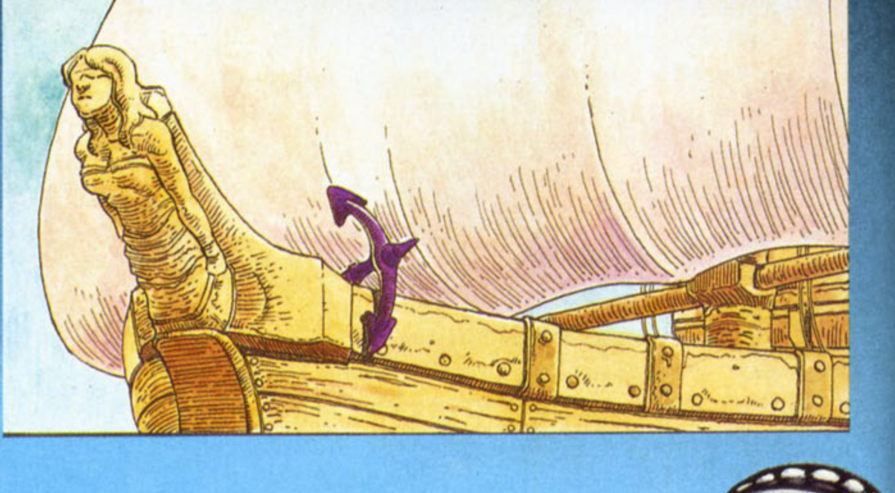
Greatly outnumbered, the heroes combine their skills in combat and magic to defeat the pirate rabble.

The Voyage of The Pirate Ship

The defeated pirate captain gives up his ship to the warriors. Now they can sail to new shores, but they can land only on those equipped with a stone pier. After stocking up at Pravoka, they head Southwest.

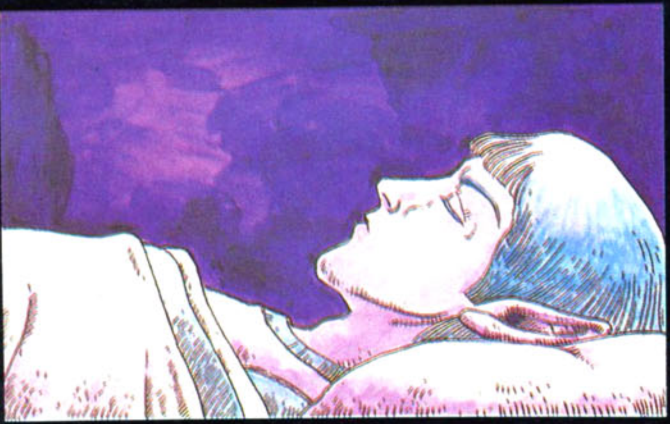






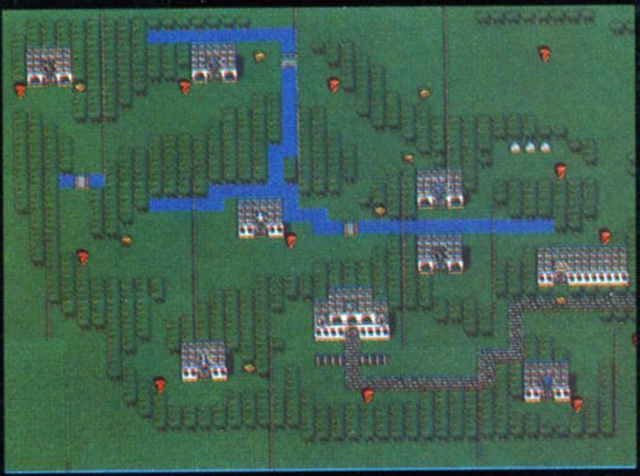
The Sleeping Elf Prince

The journey by sea brings the Light Warriors to a wide land in the South peopled by elves. Their Prince, however, lies under a deadly sleeping spell. A new task begins.

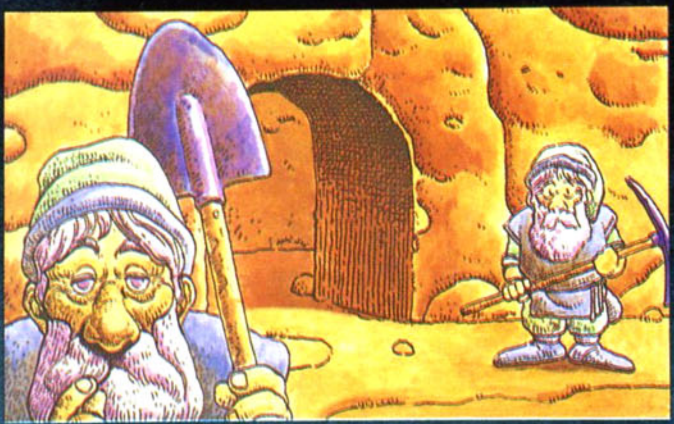


A Village of Elves

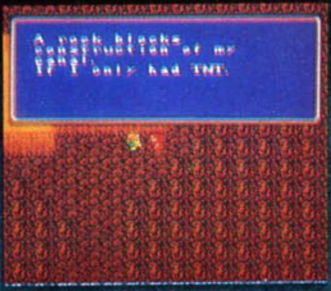
In the Elf Village there lie many people who have died in battle. Visiting their graves, the Light Warriors pay their respects to these fallen heroes.



The Dwarf Cave



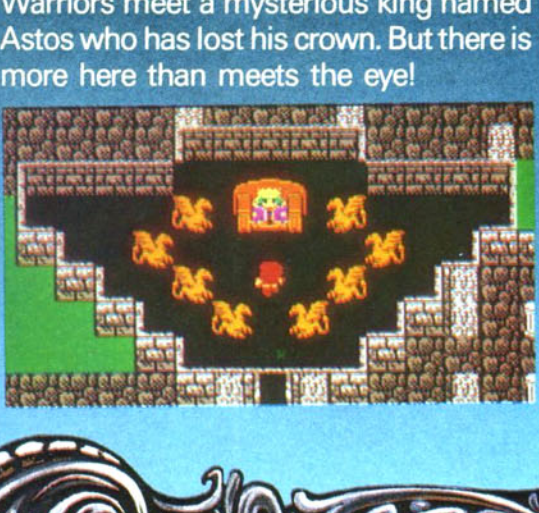
Traveling further West, the Light Warriors discover a town of Dwarves who live in a great cave. Here they obtain riches and meet Nerrick, who must have explosive TNT to complete the channel he is digging to the Western Sea. To get the TNT they need a key from the sleeping Elf Prince.

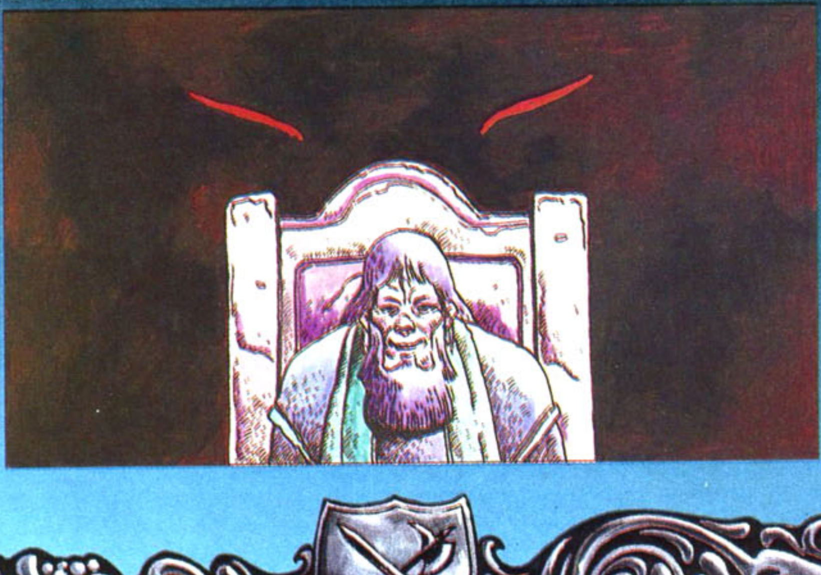


A rock blocks
construction of my
canal.
If I only had TNT.

The Castle of Astos

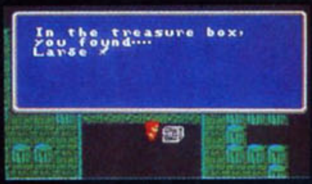
In this Northwestern castle, the Light Warriors meet a mysterious king named Astos who has lost his crown. But there is more here than meets the eye!



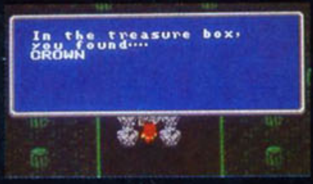


The Marsh Cave

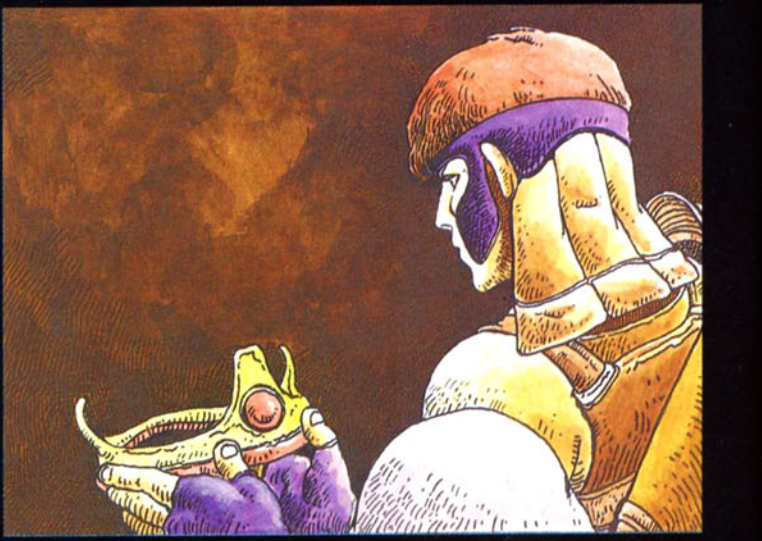
Seeking the crown of Astos leads the party to this vast, southern cave. Inside they are met by an army of evil creatures, but with each victory they earn treasures and build experience. Luckily they brought plenty of Heal Potions to restore their energy. And so after many battles they at last find the crown.



In the treasure box:
you found....
Large X

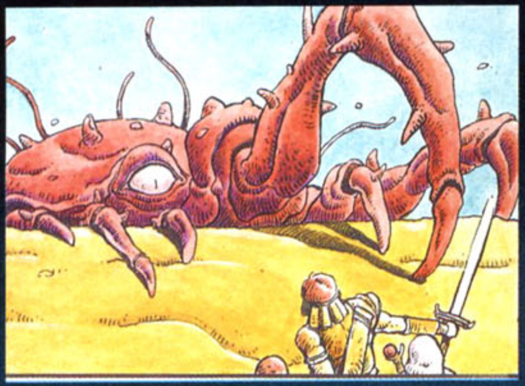


In the treasure box:
you found....
CROWN

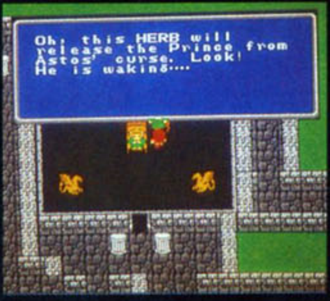


A Desperate Battle

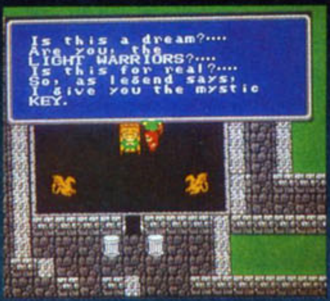
The fiends in the Marsh Cave fiercely guard their treasure and the Light Warriors have never faced such an attack. In fact, they use 50 Heal Potions just to reach the crown!



The Elf Prince Awakens

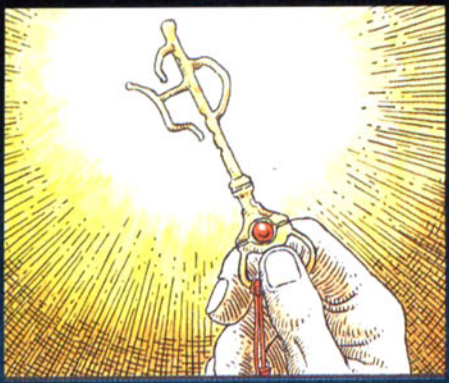


Oh, this HERB will
release the Prince from
Astos' curse. Look!
He is waking....



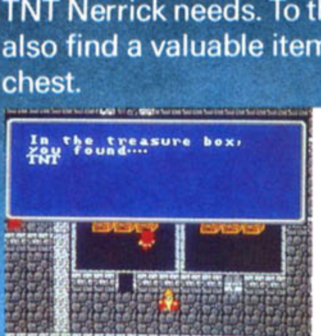
Is this a dream?....
Are you the
LIGHT WARRIORS?....
Is this for real?....
So, as legend says:
I give you the mystic
KEY.

Having obtained the Crystal from Astos, the Light Warriors return to Matoya's Cave. The kindly witch rewards them with a Magical Herb that wakes the sleeping Elf Prince. He gives them the Key.

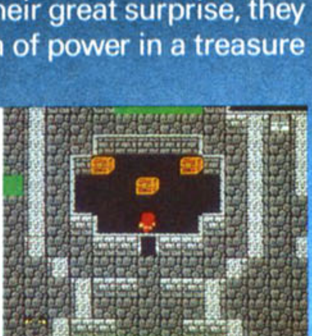


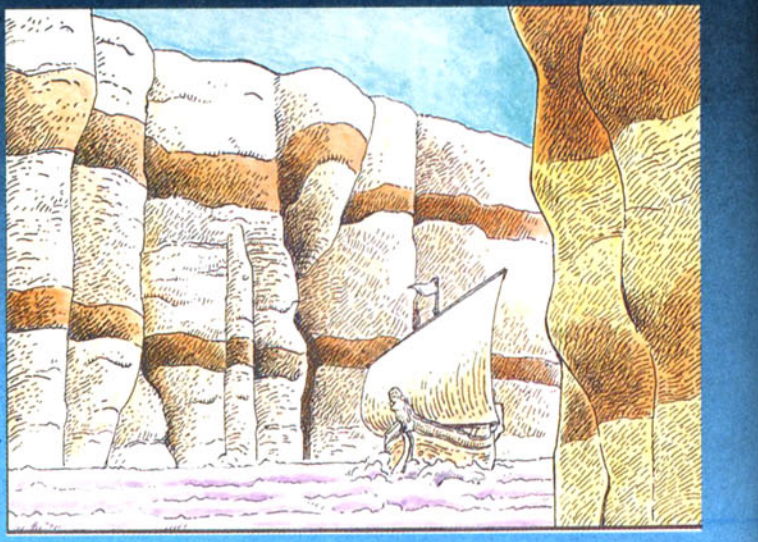
Seeking The TNT

With the Key, the band of heroes returns to Coneria and searches every locked door for the TNT Nerrick needs. To their great surprise, they also find a valuable item of power in a treasure chest.



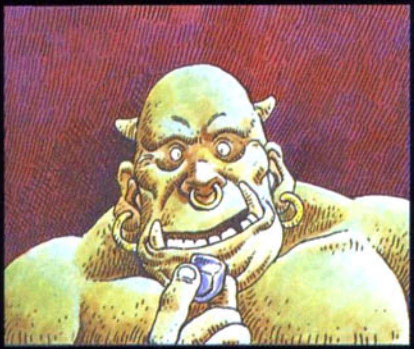
In the treasure box:
you found....
TNT





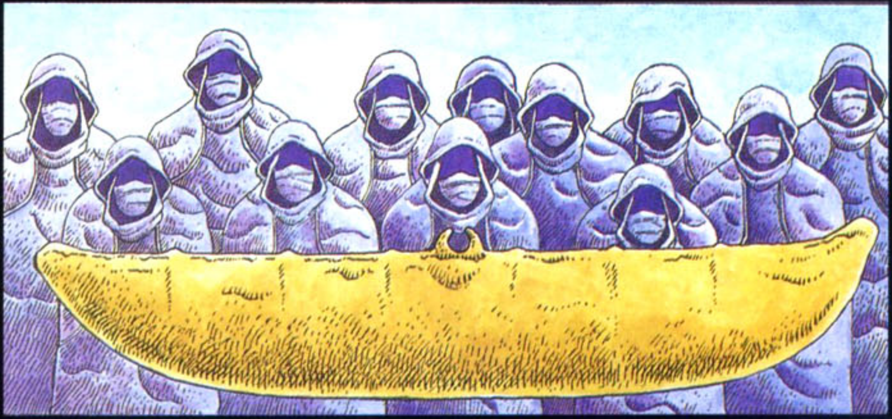
The Earth Cave

In the Far West lies a cave filled with evil. But the four heroes must penetrate the darkness and defeat a Vampire to obtain the Jewel.

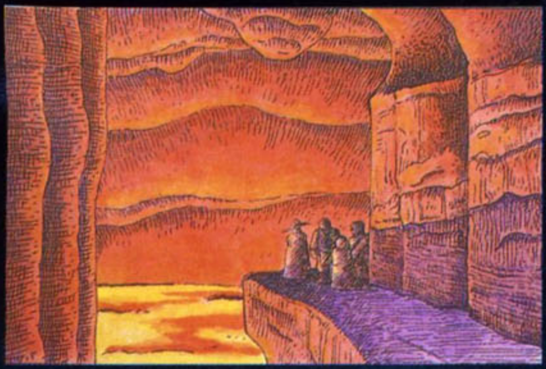


Up The Creek In A Canoe

After many more adventures, the Light Warriors reach the town of Crescent Lake where they meet Lukahn the sage and obtain the Canoe.



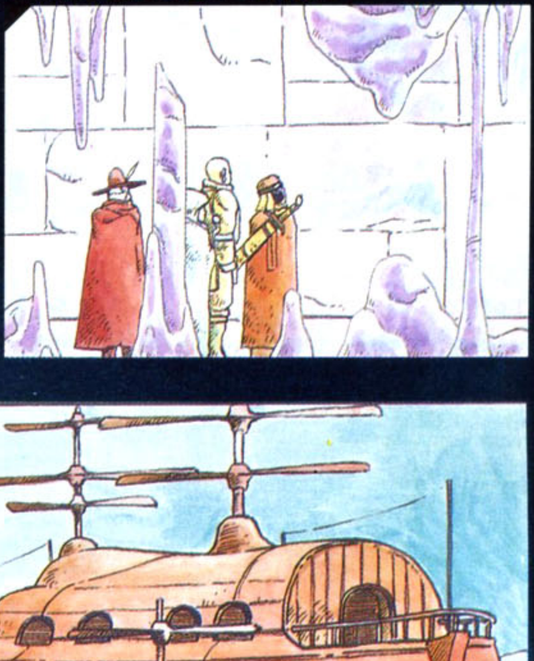
The Heart of The Volcano



Paddling up the rivers of the Southeast, they come to Gurgu Volcano. Deep inside is Kary, the demon of fire. They use magic to defeat the fiend.

Treasure of The Ice Cave

North of the Volcano the Light Warriors reach the Ice Cave. It is their greatest test so far! But success rewards them with the Floater Stone.

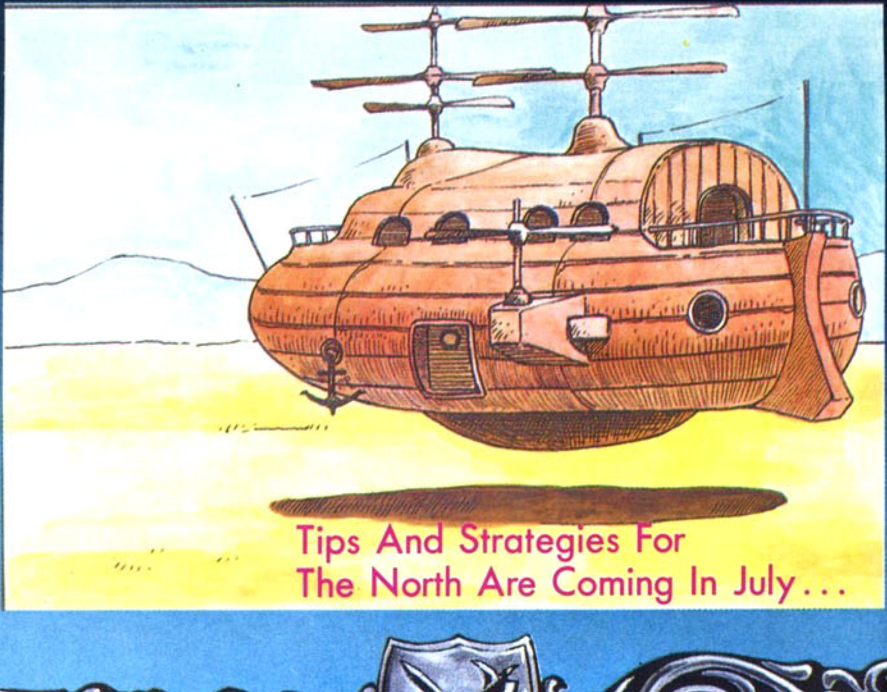


Take to The Skies!

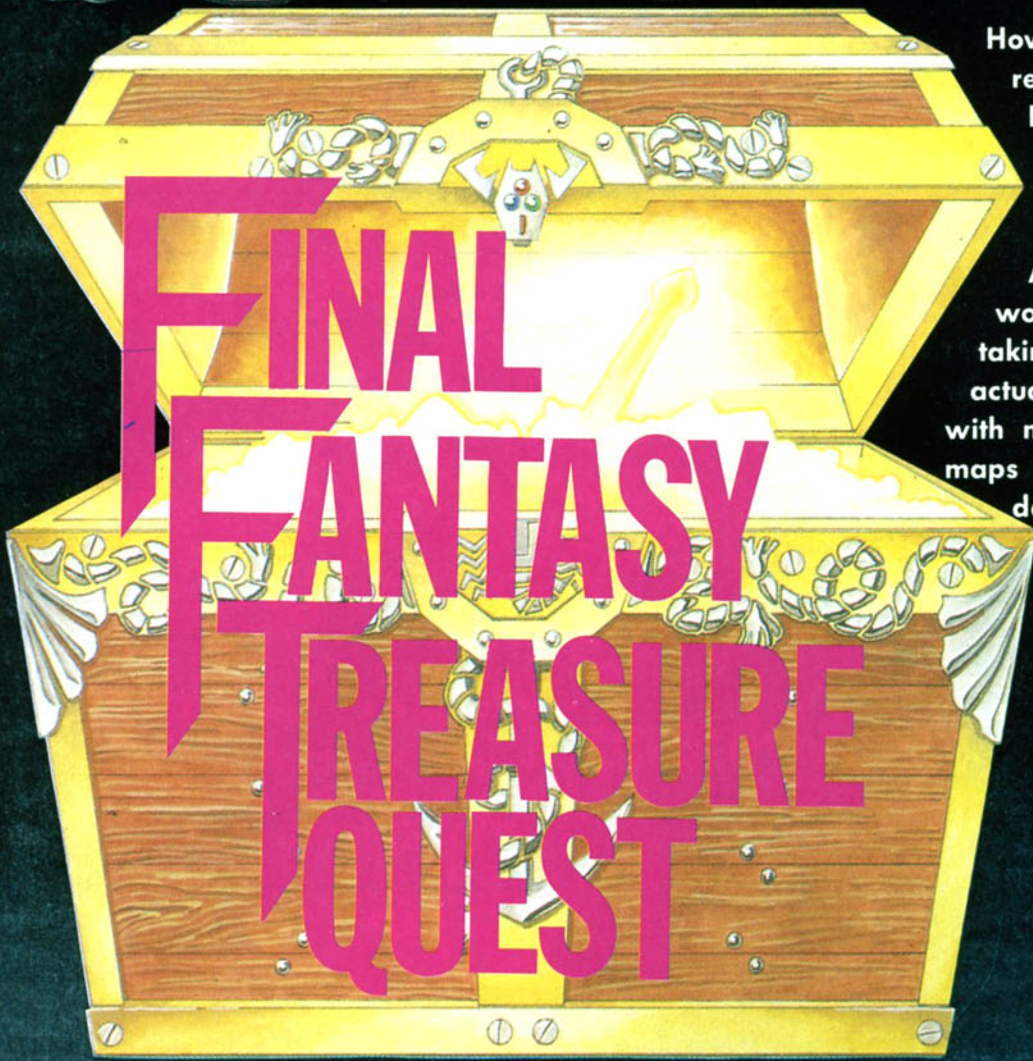
With the Floater they find the airship and fly to the North. Here, a new world opens up for them. New quests await and old secrets remain hidden. In time they take on new identities and face the ultimate challenge from the past.

Vast lands await in the North.

Travel in the skies is fast and safe, but what goes up must come down.



Tips And Strategies For The North Are Coming In July . . .



FINAL FANTASY TREASURE QUEST

How would you like to discover real treasure when you play Final Fantasy? If you enter the Final Fantasy Treasure Quest, that's exactly what you'll have a chance to do. And the treasure is out of this world! What would you say to taking your best friends on an actual treasure hunt weekend with mysteries to solve, treasure maps to follow and enemies to defeat—just like in Final Fantasy, but for real? Or how about winning an authentic Suit of Armor? Or the magical Power Staff?

THREE BIG CHALLENGES: KEEP SEEKING THE SPECIAL CLUES AS YOU DELVE DEEPER INTO THE GAME

This is the summer of Final Fantasy and all through the summer you'll be able to hunt for treasure in the Final Fantasy Treasure Quest. Three seperate contests will be held, each with its own secrets to discover. Listed below are the questions for the May Contest. Details on the second contest will appear in the July/August issue, and for the third contest look in the September/October issue.

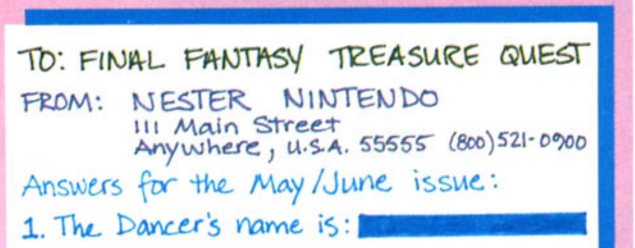
THE MAY CONTEST

Question 1 WHAT IS THE NAME OF THE DANCER?

Question 2 HOW OLD WAS ERDRICK WHEN HE DIED?

Question 3 WHAT IS THE VALUE OF THE POWER STAFF?

Once you find the answers to these three questions, mail them to us.



TO: FINAL FANTASY TREASURE QUEST
FROM: NESTER NINTENDO
111 Main Street
Anywhere, U.S.A. 55555 (800) 521-0900

Answers for the May/June issue:

1. The Dancer's name is: [redacted]
2. Erdrick died when he was: [redacted]
3. The Value of the Power Staff is: [redacted]

May/June Prizes

Answer the three questions for the May Contest and you are guaranteed to win an exclusive set of Final Fantasy Power Decals for your controllers. And that's just the beginning; you may win one of four exquisitely designed and crafted Power Staffs. Imagine what you might achieve with a Power Staff of your own!

July/August Prizes

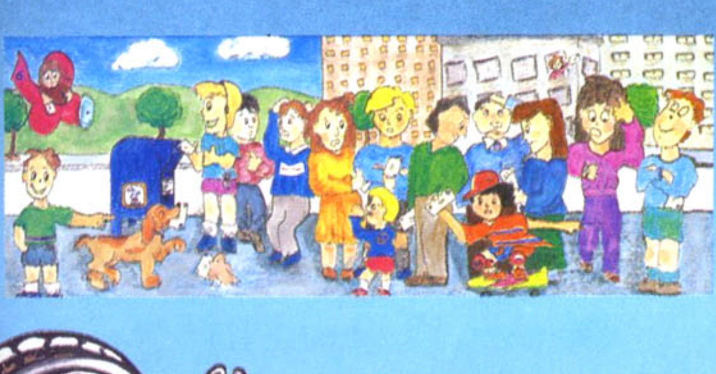
If you discover the answers for this second contest and send them in, you may win one of 500 Adventure Packs filled with treasure! And two lucky first prize winners will receive genuine, full-size Suits of Armor, perfect for battle or posing for snapshots.

September/October Prizes

By correctly answering these tough questions you could win one of a hundred beautifully crafted, Crystal Orbs. Or you could become the Grand Prize Winner! Imagine you and your best friends involved in a real adventure, piecing together clues, hunting through strange lands and discovering treasure along the way. It's the Final Fantasy Treasure Quest, as close as you can come to actually being in a fantasy adventure game. The entire quest will be professionally videotaped, (with you and your friends in costumes from Final Fantasy) so you can relive the adventure for years to come. Are you up to it? Play Final Fantasy and find out!

WHAT'S IN AN ANSWER

To qualify for the Final Fantasy Treasure Quest just send us the correct answers to our questions. When you have all the answers, write them on a postcard and make sure they are legible. Type them if you can. Be sure you don't give away your answers, either.



AUGUST
1 2 3 4
5 6 7 8 9 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30 31

MAY CONTEST RULES

Include answers to all 3 questions for the May Contest on a 3x5 postcard and mail it to the address below with proper postage by August 1st. (The post office will not deliver any mail that doesn't have proper postage and no responsibility is assumed for lost, stolen or misdirected mail.) Be sure to include your address and telephone number on your entry card. Contestants are limited to one entry per contest. All entrants must be U.S. residents.

Controller Decal winners are determined by Correctly answering the 3 contest questions for May. Decals will be awarded to all winning entrants. Power Staff winners will be selected in a random drawing on or about August 15, 1990 from all eligible entries received and will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the number of eligible entries received.

No substitution of prizes is permitted. All prizes will be awarded.

The contest is not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

THIS CONTEST IS VOID IN CANADA AND ELSEWHERE where prohibited by law, and is subject to all federal, state, and local laws and regulations.

No purchase is required to enter the contest.

Send your card to:

Nintendo Power
Final Fantasy
Tresure Quest
P.O. Box 97043
Redmond, WA 98073-9743

OUT OF THIS WORLD ACTION

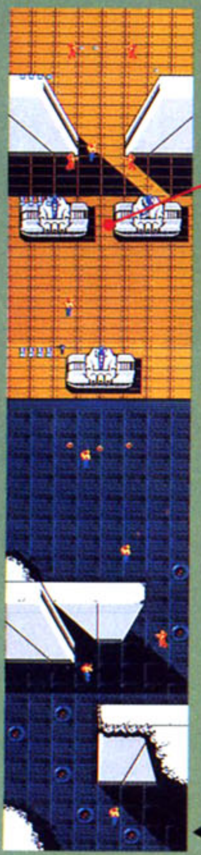
SUPER C™

The aliens are back and they don't intend to lose a second time to a couple of combat yahoos from a backward planet like Earth. But that didn't stop you in Contra and it's not likely to stop you now. What may stop you are the eight grueling stages leading up to the final, desperate battle with an indescribably weird alien Super C super fiend. If this game doesn't beat up your summer, nothing will.

STAGE 2

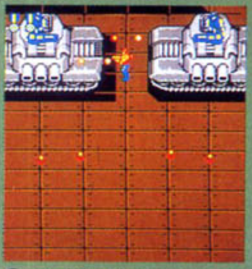
The First Base

Once more into the breach! To succeed here you must change your strategy. The vertical scroll means you'll face attackers on four sides rather than three.

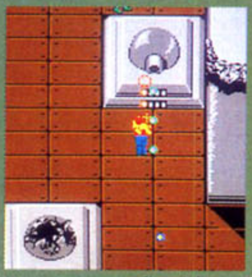


DODGE DISASTER

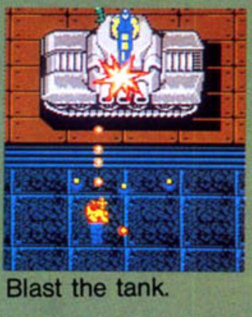
Gain time to plan moves by standing in the safe zones between the firing patterns of tanks.



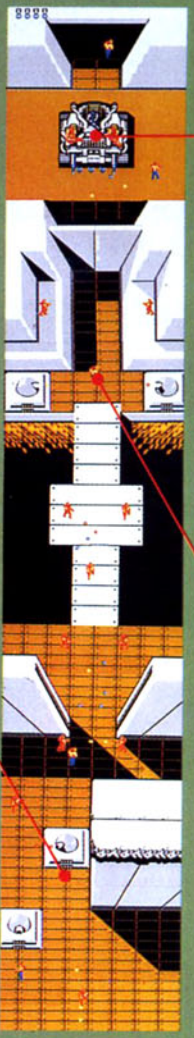
Stand in the "Safe Zone."



Watch your flank!

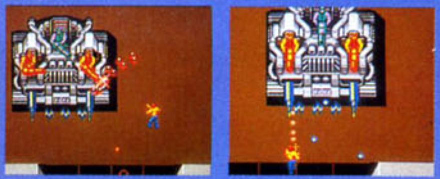


Blast the tank.



THE BIG GUN

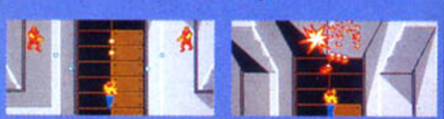
Dodging the shots of this giant gun isn't so tough if you keep to the bottom of the screen. Move in the direction opposite the motion of the Big Gun.



Blast the Big Gun when you're in the clear.

KEEP ON MOVING

If you don't have a strong option, don't bother finishing off all the enemy troops or guns. Just before the Big Gun at the end you can race past the two guns on each side and still take on the final enemy.



Don't waste time. Move on to the end.

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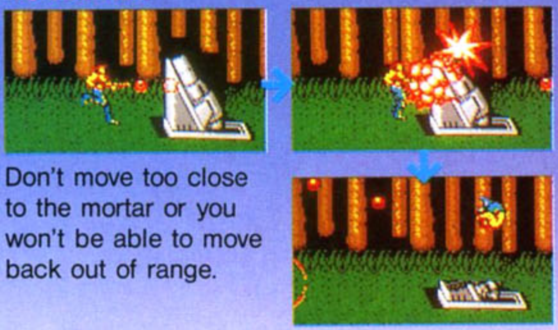
STAGE 3
The Jungle

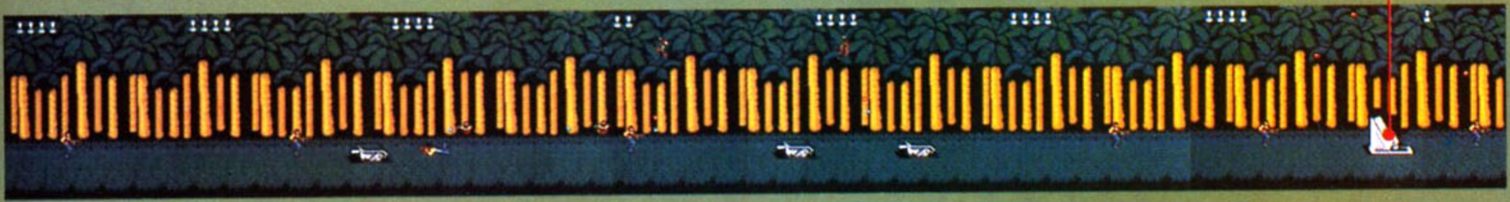
Don't let the pleasant greenery fool you, this jungle has been planted with boobie traps and an alien army. They'll come at you from the bushes, the trees, and pop up suddenly in front of you.

MOW DOWN THE MORTAR

Staying on your toes isn't easy in this swampy jungle, but it's vital. Once you spot the mortar it begins launching its rounds. Keep to the far left of the screen, just out of range, and continue firing at the mortar until it's destroyed.

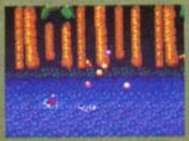


Don't move too close to the mortar or you won't be able to move back out of range.



DIVING FOR COVER

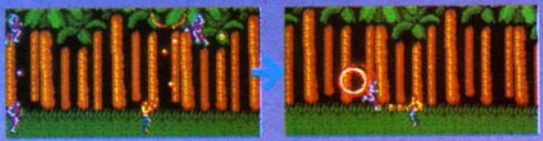
About midway through the jungle the action really heats up. If you need a break, dive into the pools and stay submerged. Underwater no one can harm you.

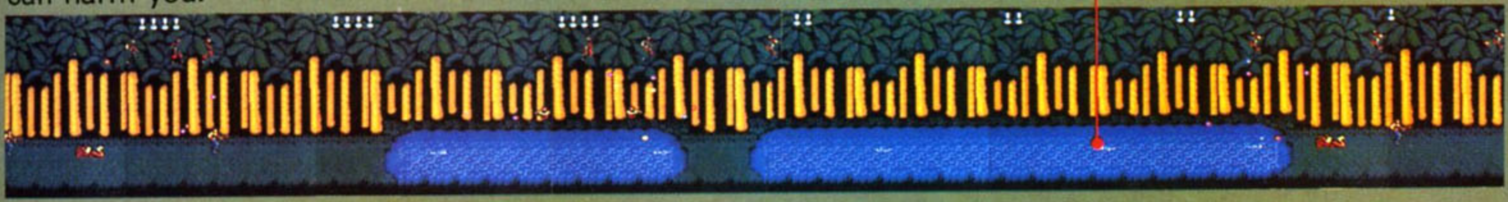


ANGLE OF ATTACK

Alien troops have heard about your success and they've been waiting up in the trees. In this area run forward firing at a 45 degree angle.

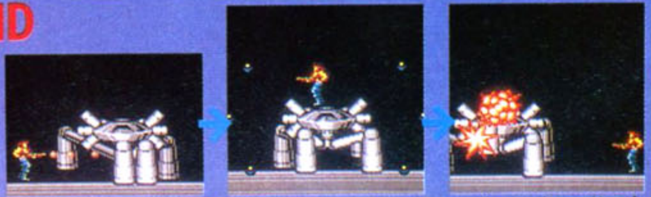
First, defeat the three aliens in front, then turn and neutralize the attack from the rear.



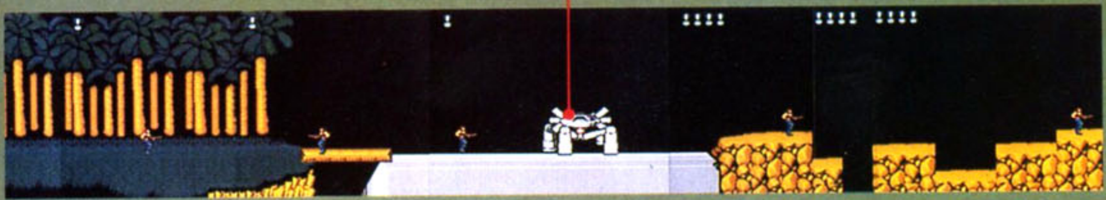


BABALU DESTRUCTOID

This mechanical monster doesn't need to spin a web to catch its prey. To defeat it, dodge its stomping feet and its Destructoid beams.

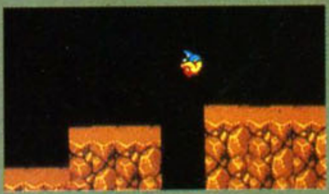


Use the top of the Babalu as a safe refuge from its attack.



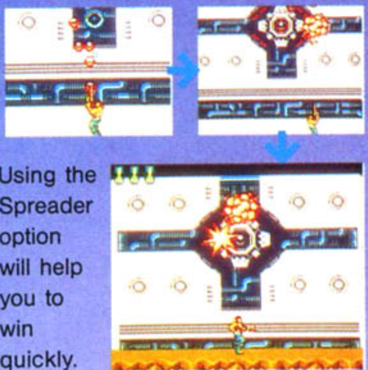
THE EARTHQUAKE ZONE

When you feel the ground shake, rattle and roll, slow down! You're in the middle of the Earthquake Zone. Move one step at a time. If the ground drops away, jump immediately or you'll be swallowed. And don't forget to defend against crazed attackers.

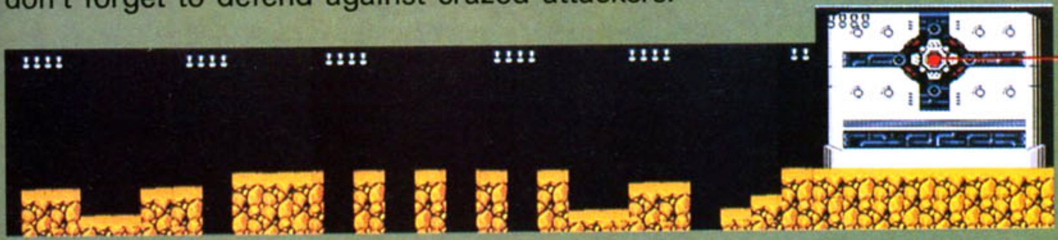


DEATH DROPPER

This fiendish machine can really get the drop on you. Fire straight up at the moving targets, dodging back and forth to avoid the falling bombs. If you jump up, however, you can kiss a life goodbye. It all comes down to good timing and quick reflexes.



Using the Spreader option will help you to win quickly.

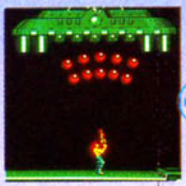


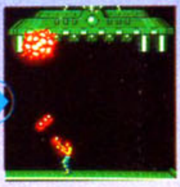
STAGE 4
The Inner Base

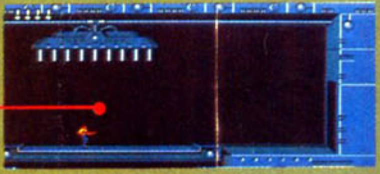
Home to elevators, angels and floating blue bubbles, it seems that this should be a truly uplifting stage of the game. But the truth is that these lofty enemies are trying to keep you down. All you can do is press ahead and keep your spirits up.

LASER SHOWER

The Laser Shower is trying to clean up your act with a deadly dose of white light. It looks pretty menacing, but in fact is one of the easier enemies. Just make sure you have the Spreader. Shoot out a space in the center of the Showerhead and continue firing from that safe spot.

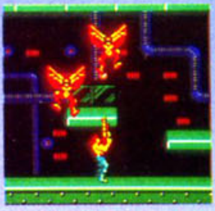

Shoot the center first.

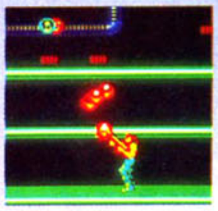

Then blast the sides.

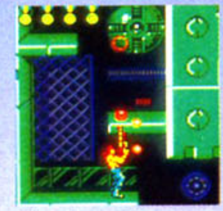


KNOW THY ENEMIES

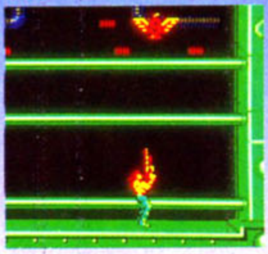
The lower shaft is the home of winged aliens who attack like avenging angels. Most of the time they'll jump down at you from above, so your best defense is the Spreader.


Keep Your Head Up.




Shoot out the rotating Disc guns first.

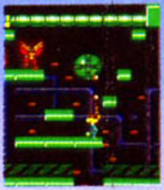
THE ULTIMATE WEAPON

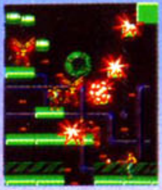


As you'll see, using the Spreader is almost always the key to defeating the toughest enemies. In the elevator shaft shown here you can find the Spreader a little more than half way up. Make sure you snag it.

BLAST THE BARRELS!

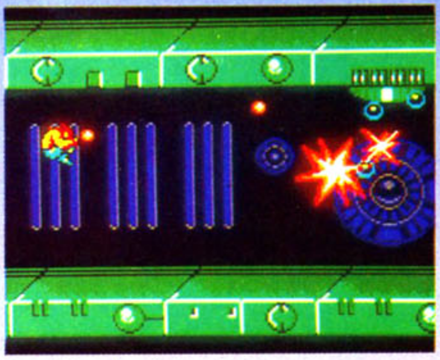
From the far right hand side of the screen, shoot out the barrier to the left above. If you shoot the barrier from out in the open, you'll be wiped out in no time.


Go to the far right.


Shoot the barrier.

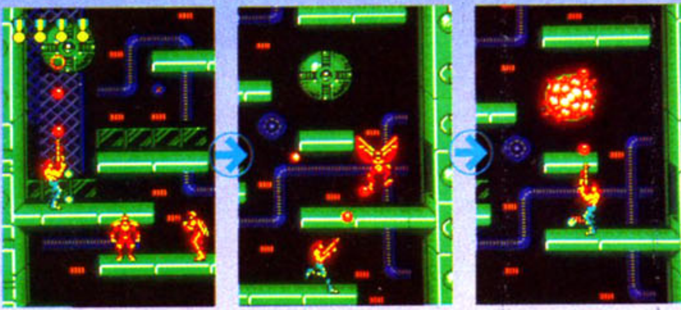
BUBBLE TROUBLE

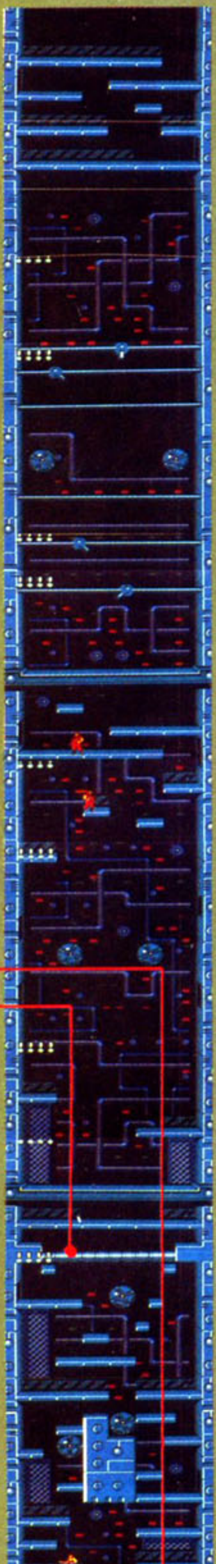
When bubbles appear ahead in the corridor, jump and fire. Your jumping motion will make you spin and your shots will reach the higher bubbles.

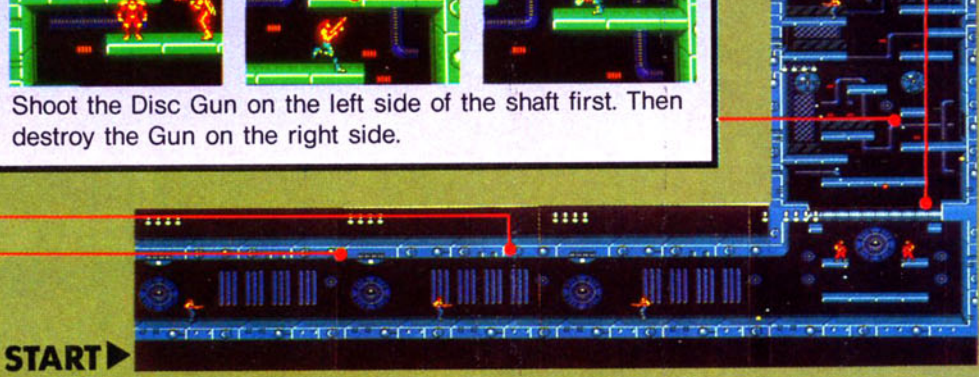

Don't try to dodge!

THE LOWER SHAFT

Angels and Disc Guns make for a dangerous combination. While the Guns pin you down the Angels attack enmasse. Your best bet is to shoot out the Disc Guns first and then turn to the Angels. Move slowly, one ledge at a time.

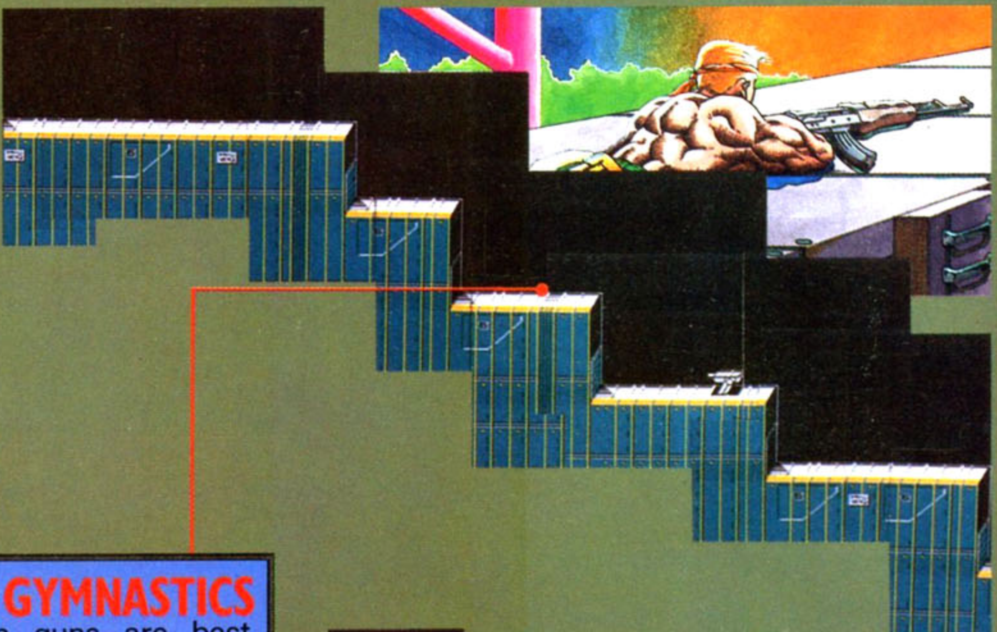

Shoot the Disc Gun on the left side of the shaft first. Then destroy the Gun on the right side.

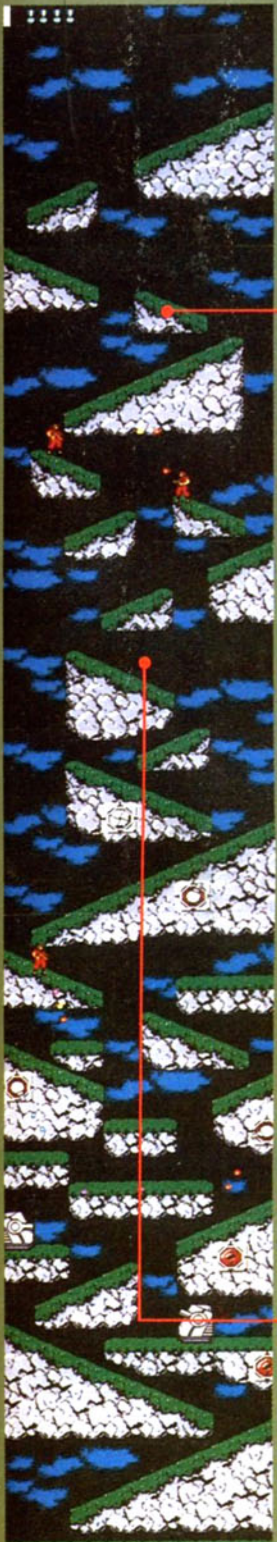




STAGE 5
The Cliff

Why should you climb this brutal cliff? Not just because it's there, that's for certain, but because you have to. On your way up you'll meet aliens propelled by jetpacks, robotically controlled guns in the cliff and treacherous giant stones that crush everything in their path like steamrollers.

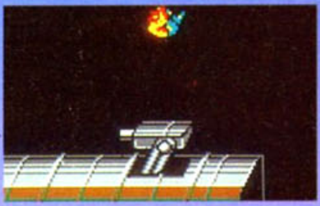




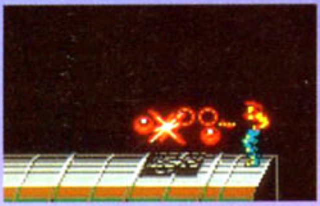
▲START

ATTACK GYMNASTICS

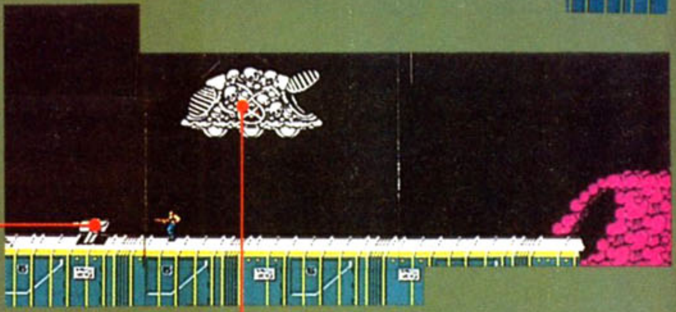
The rooftop guns are best taken from behind. Jump down from the level above, then quickly jump over the gun and feed it hot lead.



Over the top.

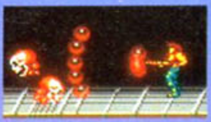


Blow up the gun from behind.

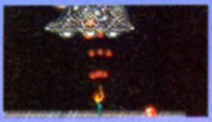


KRYPTO-CRUSTACEAN

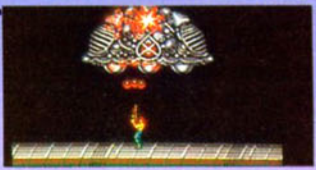
This skull dropper is another tough target for you and the Spreader. First clean up the attacking skulls. Then aim for the blinking red eye on the Skull Dropper itself. As always, quickness counts for a lot.



Shoot the skulls.



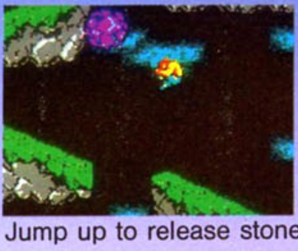
Aim for the red eye.



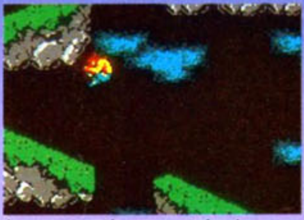
Make some alien jelly.

ROLLING STONES

Near the cliff top you'll encounter huge stones that gather no moss. In the area indicated, jump straight up to set the stones rolling harmlessly by.



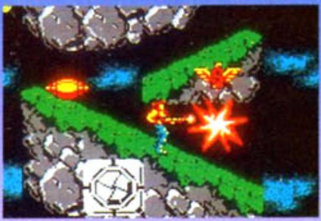
Jump up to release stones.



Leap to the next ledge.

GETTING THE SPREADER

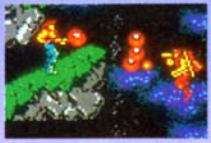
Look for swiftly rising Option Capsules where indicated. The Capsule to the right should have the Spreader, which is always your best weapon.



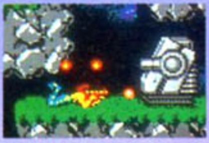
You'll have to be quick.

KNOW THY ENEMIES

Moving up the cliff face you'll encounter many permanent gun emplacements that pop up. Remember where they are and take them out quickly. The jet-pack troops attack from below. Use the Spreader against them.



Danger from below.



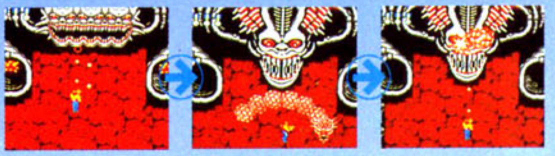
Lie flat and shoot.

STAGE 6
Entry To HQ

This subterranean gauntlet run is lined with living organisms—things that chase you, spit at you, and worst of all chomp you like a Great White Shark. Danger will surround you on every side. A straight ahead attack is your best bet.

THE ALIEN & THE SNAKE

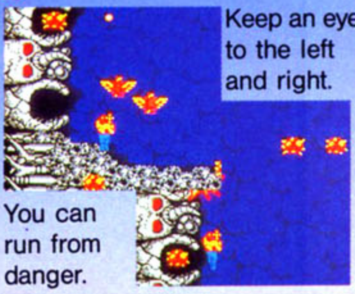
A huge snake will appear from the side and circle around you. Attack this first and then go after the head of the alien in front of you. While the snake is gone, fire directly at the alien's head, but keep an eye open for red mites and the reappearance of the snake.



Stay in the middle of the screen and watch your sides.

LITTLE CRITTERS

Hordes of little alien creatures haunt the path you must take. They'll attack from every side, but they're relatively slow. Get the Spreader to wipe them out easily.

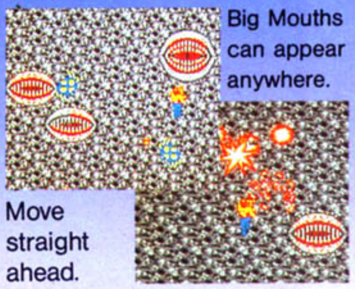


Keep an eye to the left and right.

You can run from danger.

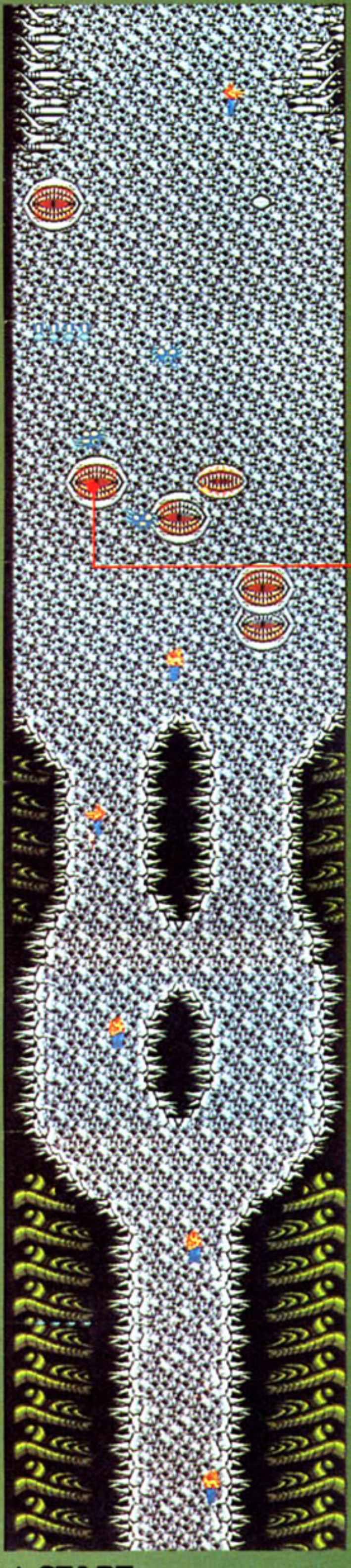
BIG MOUTHS

These yawning jaws only multiply if you shoot them. They also appear at random. Your best strategy is to march straight ahead and shoot at the other creatures.

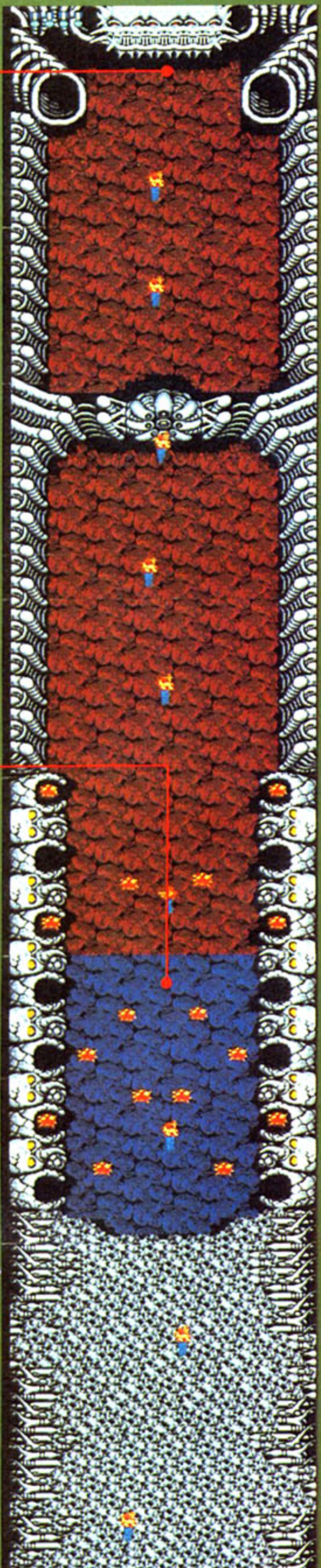


Big Mouths can appear anywhere.

Move straight ahead.

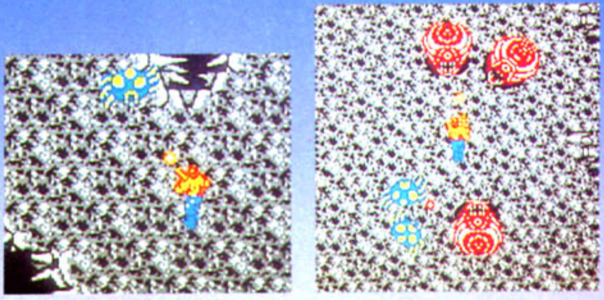


▲START



KNOW THY ENEMIES

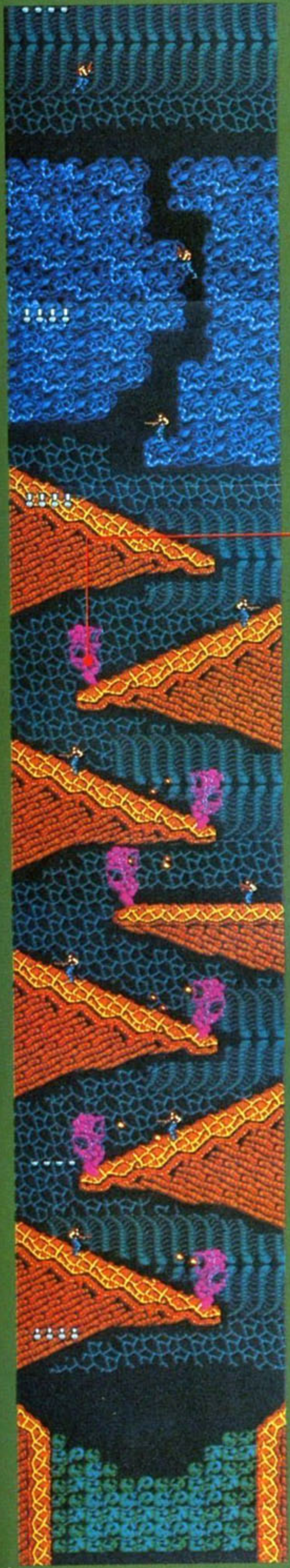
Blue Mites inhabit this gloomy place. They're both slow and predictable, but you can easily forget them and that's dangerous. Big Red Mites will circle you, allowing other creatures to attack while you're trapped.



STAGE 7
Headquarters

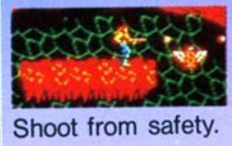
Congratulations, you've reached the strangest and most dangerous stage so far. Here you will face erupting pods and perilous plants and eventually come face to face with a nightmare.

▼START

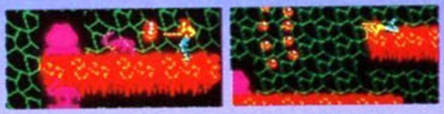


SPREAD THE WORD

Just as you fall out of the bubble tunnel, shoot the capsule to the right. It contains the Spreader, but it appears very quickly so be ready for it the instant you leave the tunnel.



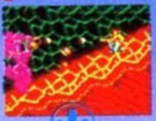
Shoot from safety.



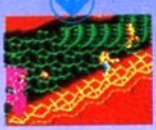
Aliens leap from undamaged pods.

THE PURPLE PULPER

Half plant, half beast and entirely alien, this enemy advances slowly while firing burning spores. If you stand just out of range, however, and move back as it moves forward, you'll defeat it easily.



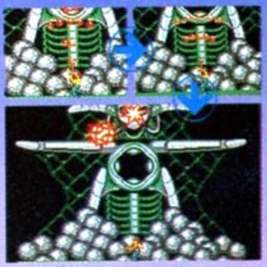
You'll have to keep shooting.

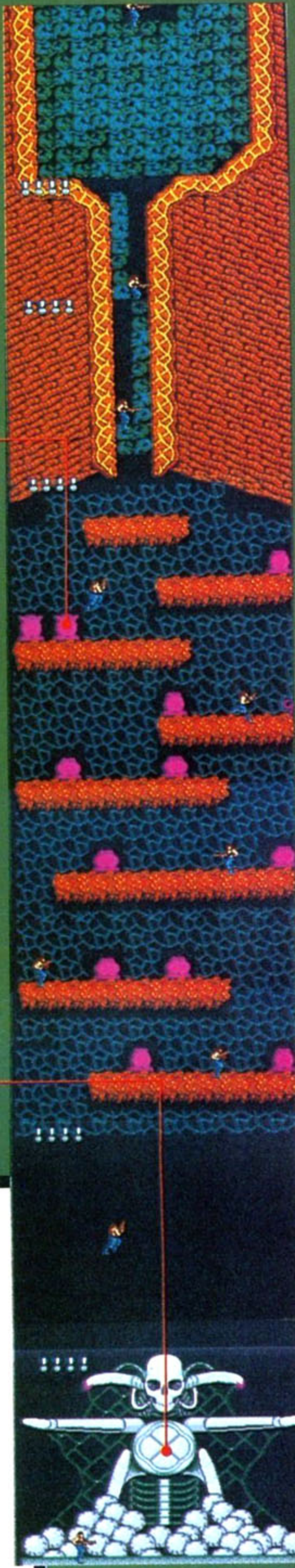


Watch your rear.

THE TEMPLE OF TERROR

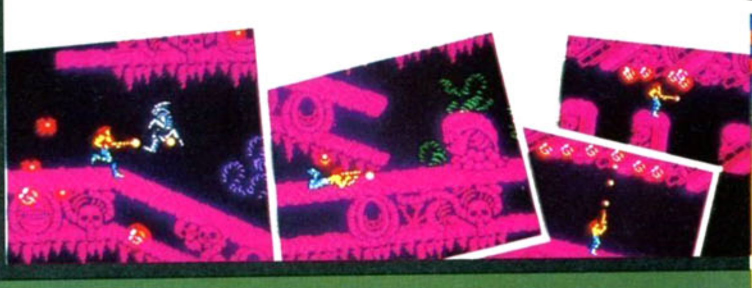
This alien giant is vulnerable in the chest opening. Leap up and shoot at the opening while dodging the spiked balls. As you've learned, the Spreader will be a great advantage in this battle.

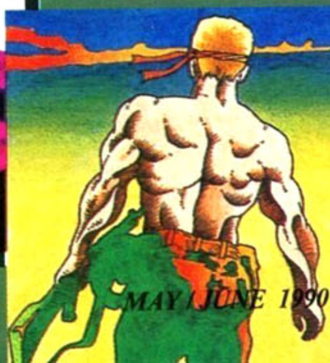




THE FINAL STAGE

Heat-seeking alien mines, explosive bubbles and swift monsters are just the beginning of what to expect in the last stage. Clearly Konami has spared no expense to challenge even the hottest Power Player. If you remember the basic strategies, though, and use the Spreader, you might just surprise yourself and make it all the way to the end. If you do, you'll certainly earn your stripes in the battle that follows. Our hats are off to all who succeed.

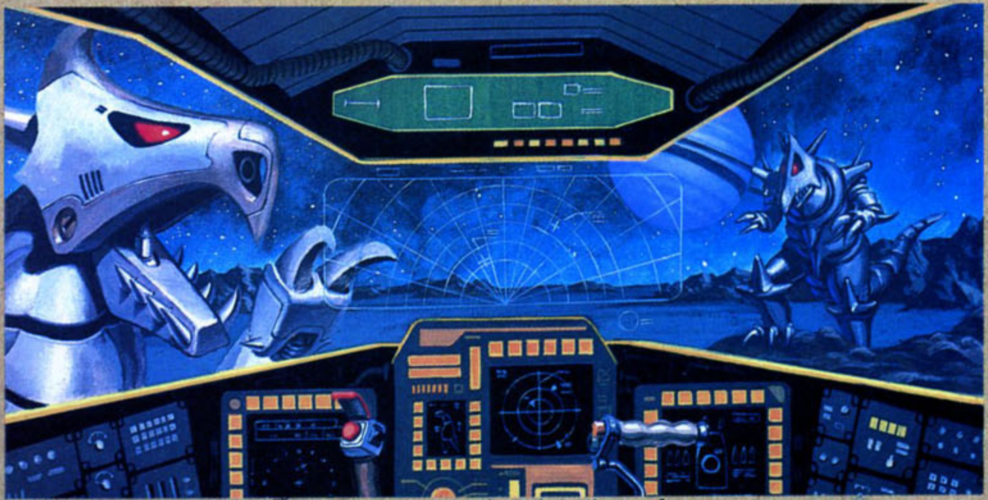




DYNOWARZ™

THE DESTRUCTION OF SPONDYLUS

Armies of mechanical beasts called Robosaurs have been sent to destroy the seven Spondylus planets by the sinister Dr. Branius. It's up to you, Professor Proteus, famed inventor and designer of a new breed of giant robots, to fight your way to the control center of each planet. Enter your own mechanical beast, the incredible Cyborasaurus, and neutralize the Main Computers. Pilot your machine over the surface, then jump out and fight to the planet's core!

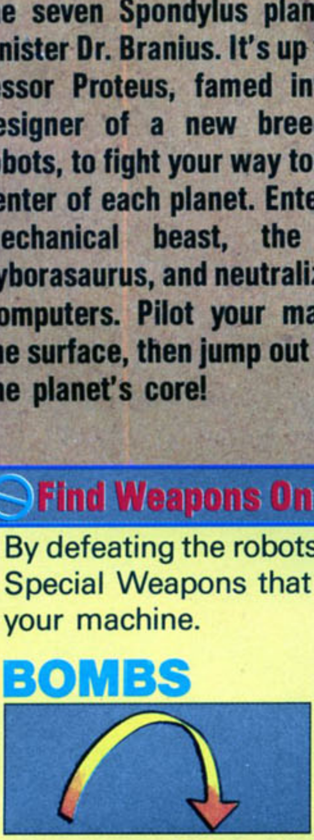


Dr. Proteus pilots the Cyborasaurus over the planet's surface.

Find Weapons On The Planet's Surface

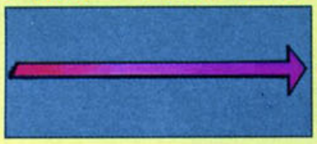
By defeating the robots of Dr. Branius, you can find Special Weapons that will add to the strength of your machine.

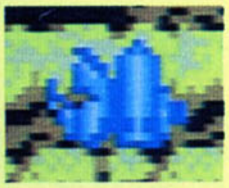
BOMBS



This Lobbing Weapon is effective against small enemies.

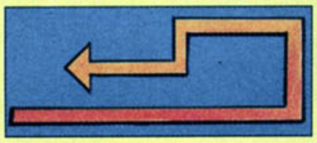
FIRE BALLS





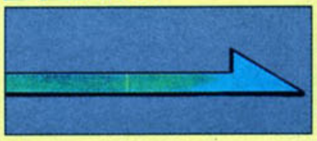
The exploding Fire Balls are best used on level surfaces.

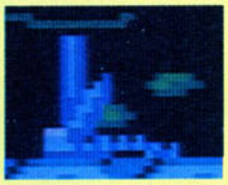
LAUNCH FIST



Big Robosaurs and flying creatures are good targets for this Weapon.

BEAM





This powerful Weapon cuts through anything.

If you have no weapons, use PUNCH POWER.

Three Steps To Victory

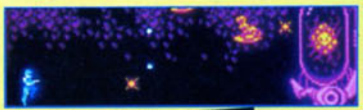
Defeat the Robosaurs

In the open field, take on the Robosaurs of Dr. Branius and work toward the Computer Portal.

Enter The Portal

You'll have to over power the Computer Portal guard to get to the planet's core.

Fight To The Main Computer

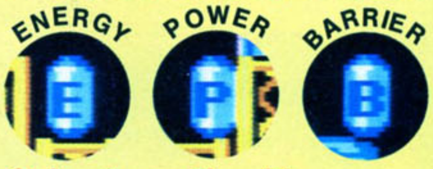


Blast the enemies in the Computer Corridor and run to the Computer.

When the job is done, return to the Cyborasaurus.

Warp to the next planet.

Power-Up With Special Items



Gain strength with these capsules and fight!

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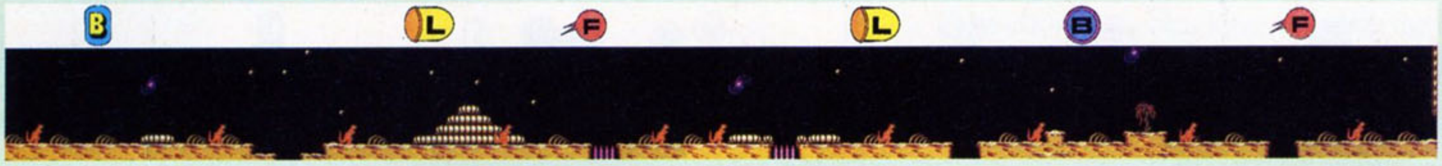
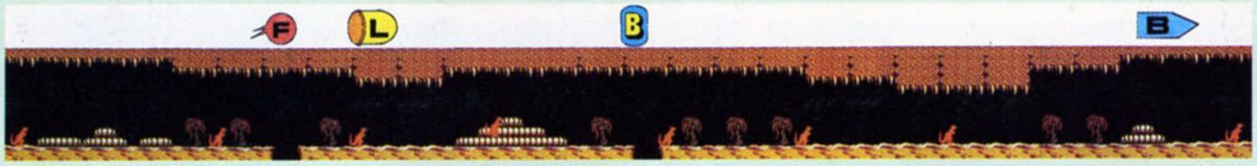
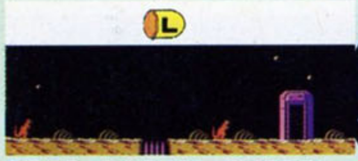
STAGE 2 Watch Out For Enemy Shells

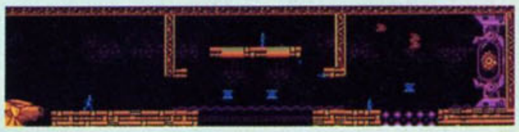


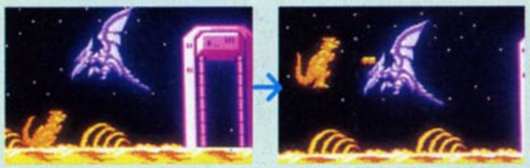




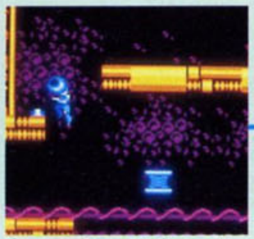
BOSS: PORTAL GUARD

Exit the machine and move on to the Main Computer.

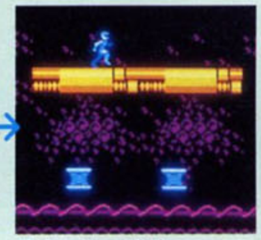




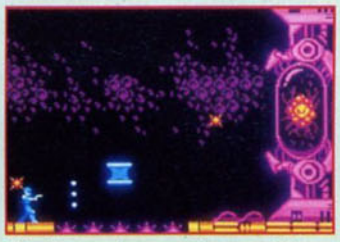
Punch your way to the Portal. This creature will go down easily.



Jump, turn left and fire!

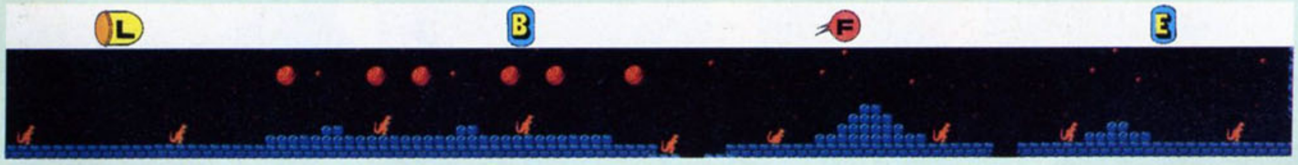


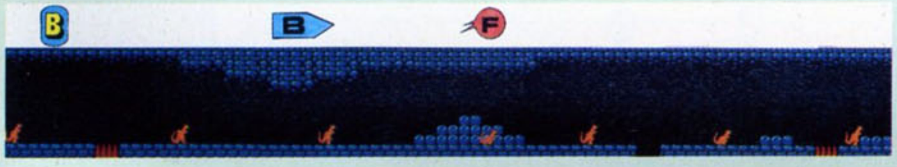
Take the high platform.



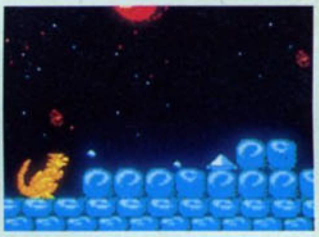
Find a safe spot to avoid the shots.

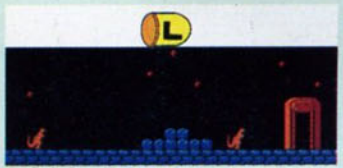
STAGE 3 Collect The Right Weapons



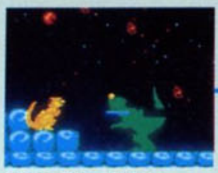


Duck down to hit the Shell.



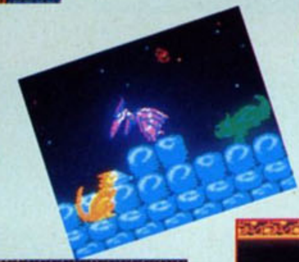


BOSS: PORTAL GUARD

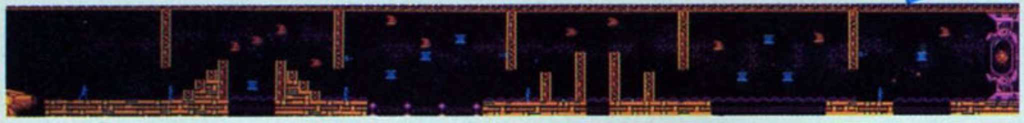


Use Fire Balls.

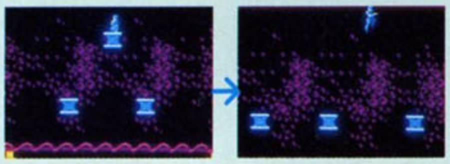
Victory!



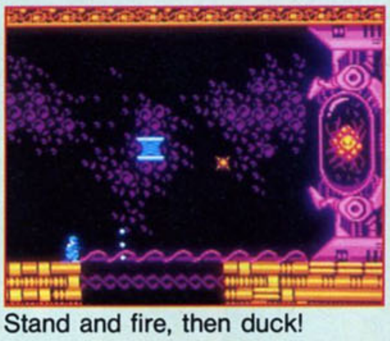
Duck when the flying enemies approach.



The Corridor is long and challenging. Watch your step and keep moving!



Jump when the platform is on the far left or far right.

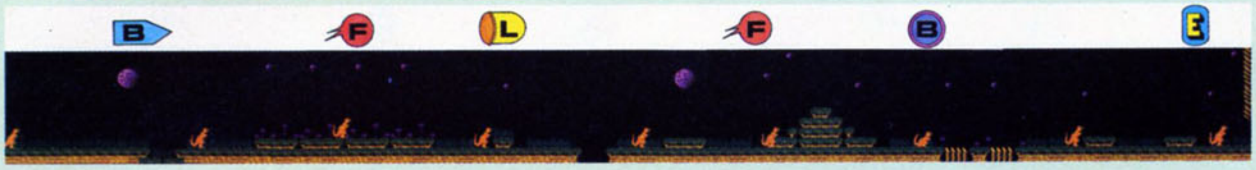


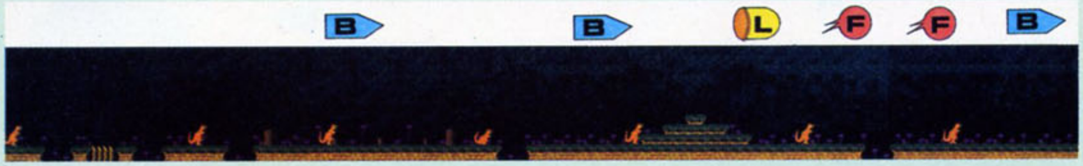
Stand and fire, then duck!

ITEM LIST	E ENERGY	P POWER	B BARRIER	B BOMB	F FIRE BALLS	L LAUNCH FIST	B BEAM

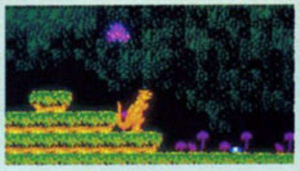
STAGE 4

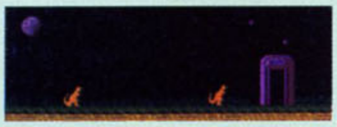
Avoid Small Enemies And Aim For Big Targets

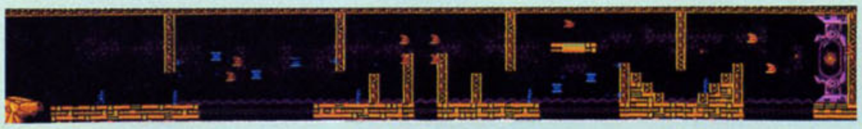


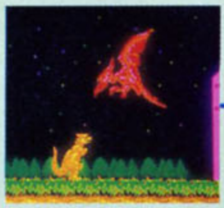


Keep going!

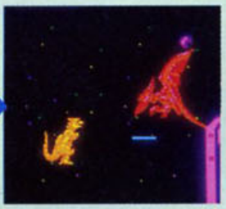




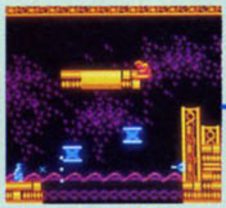




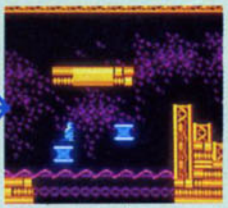
Wait for the Guard to swoop down.



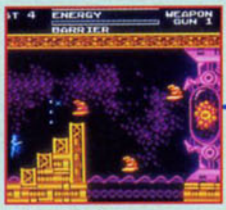
Jump and use the Beam.



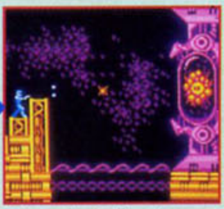
Fire on the Guns first.



Jump on the lower platforms before they drop.



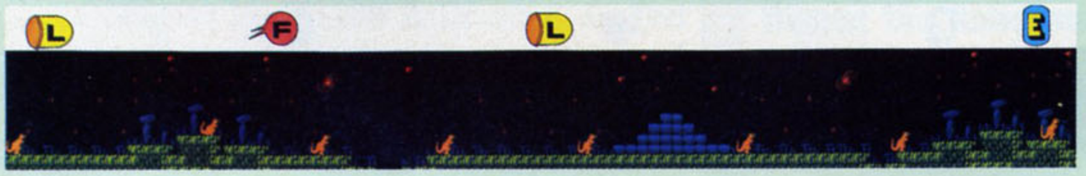
The Main Computer!

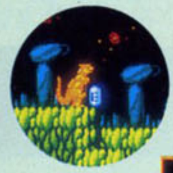


Stand at the top stair, fire and duck.

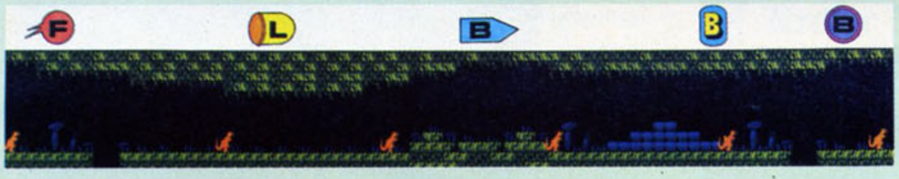
STAGE 5

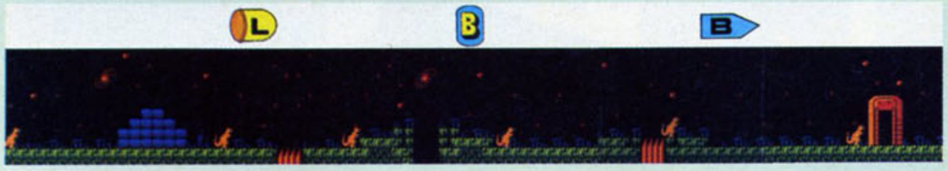
The Robosaurs Are Big And Strong!



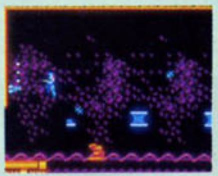


Beat this creature for more energy.

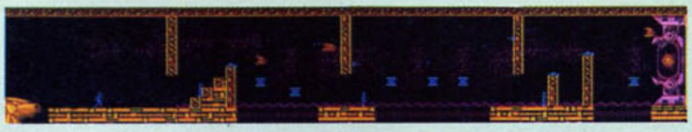


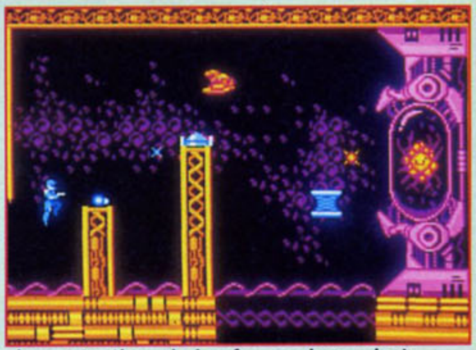


The road to the Computer Portal is long. Be careful and keep moving.

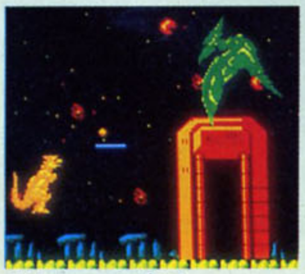


Take out the Guns and study the moving platforms.

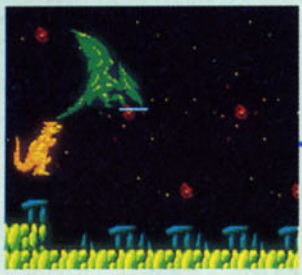




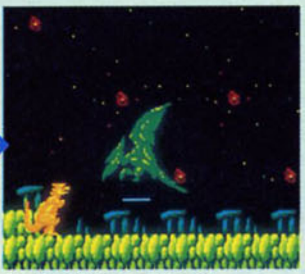
Jump to the girder for a clear shot.



This one is fast.



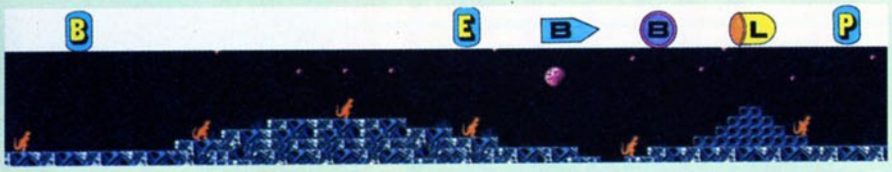
Use the Beam.



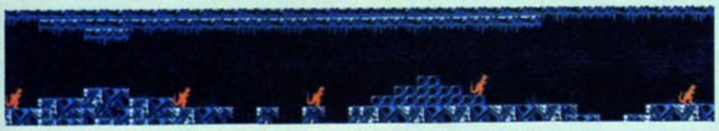
Defeat the Guard!

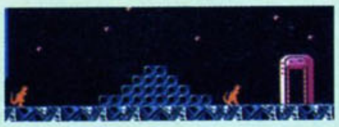
After you beat the Computer, be careful on your way back.

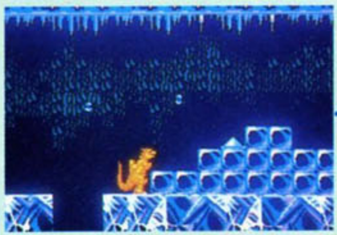
STAGE 6 Conserve Your Energy And Keep Fighting!

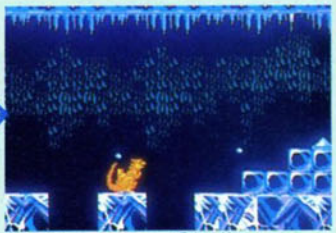


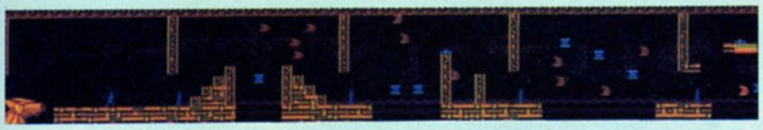
Take your time. You'll have a long fight through the extensive Computer Corridor, so save your energy.

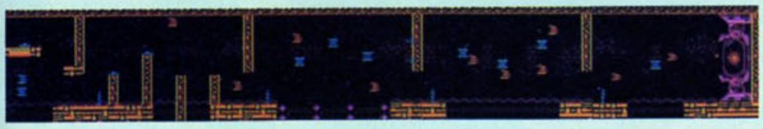


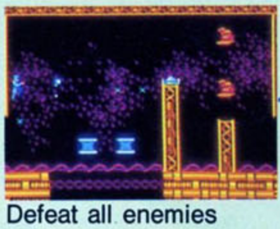


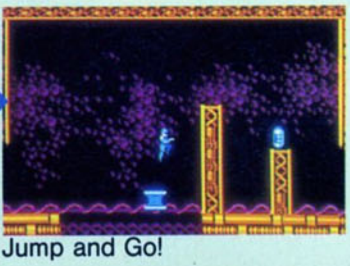

Duck and fire.

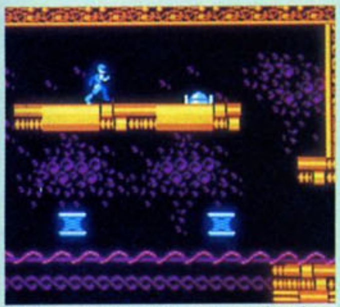

Hit the enemy Shells.

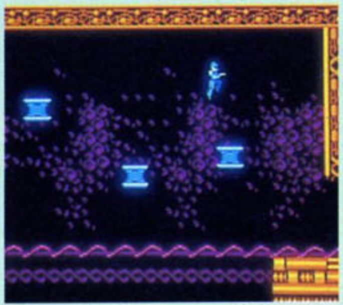


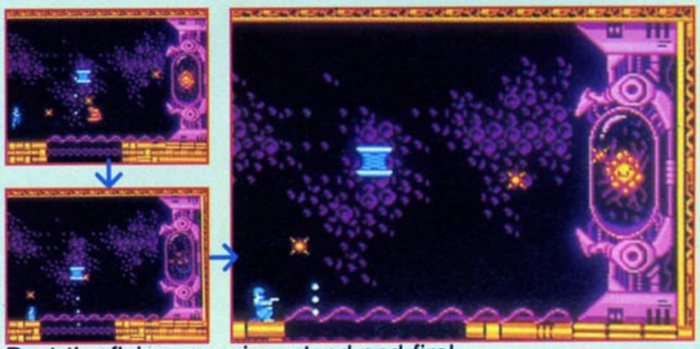



Defeat all enemies while on solid ground.


Jump and Go!


Take out the Guns on both sides.


Some platforms will fall when hit.


Beat the flying enemies, stand and fire!

BASIC TIPS

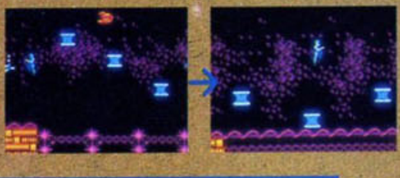
1. COLLECT WEAPONS

Get the Weapons that will be most useful for the road ahead.

2. DEFEAT ENEMIES

The Weapons never disappear. Clear the enemies, then collect them.

3. WATCH YOUR STEP



You can jump higher by pressing and holding the A Button.

There's one more stage left. Fight for the safety of the Solar System. Good luck!

NINTENDO POWER AWARDS '89

Second Annual

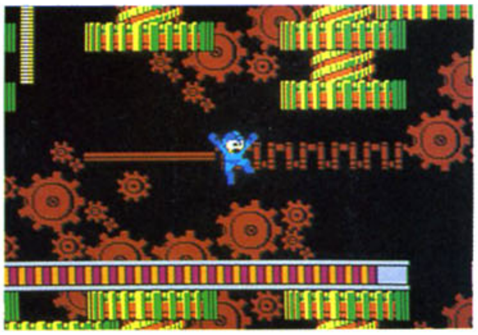
NESTER AWARDS

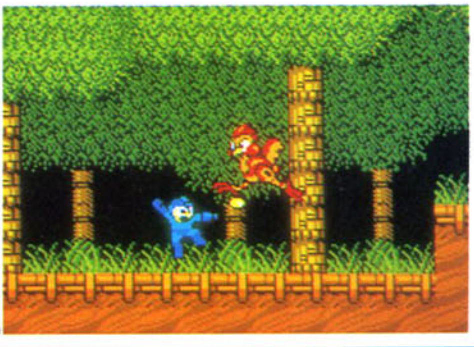
The hall is packed, the band is warming up and the lights are going down. That can only mean that it's time once again for the most prestigious event in the video game universe—the Nesters! And now to announce the winners, please welcome your host, Howard . . .

Best Graphics & Sound

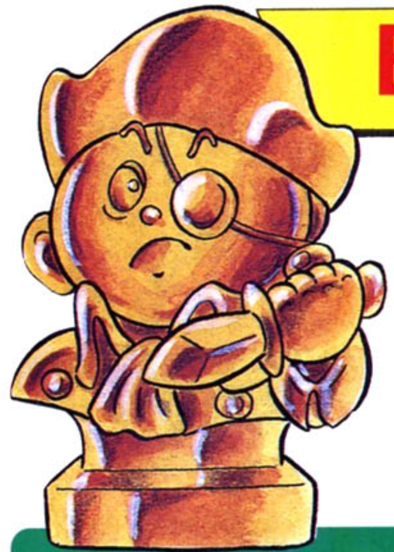
The nuts and bolts look of Mega Man II made a big hit with our voters. Mechanical monsters like the Fan Fiend and Atomic Chicken give the game a high-tech feel that is complimented by a driving rock beat.

Mega Man II



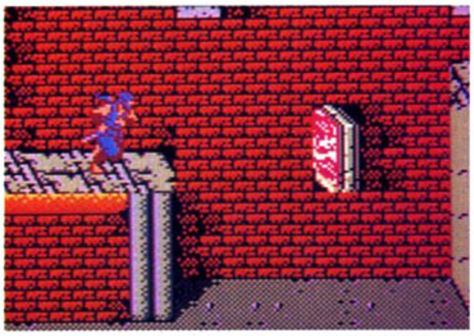


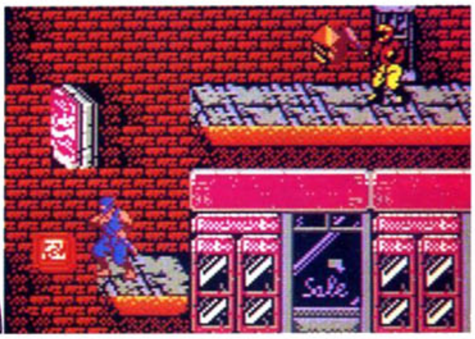
Best Challenge



Anyone who has battled through to the end of Ninja Gaiden will agree with those who voted for this game. Every step is challenged by Jaquio's henchmen. And to become a master of the ninja arts and swordplay takes lightning reflexes.

Ninja Gaiden

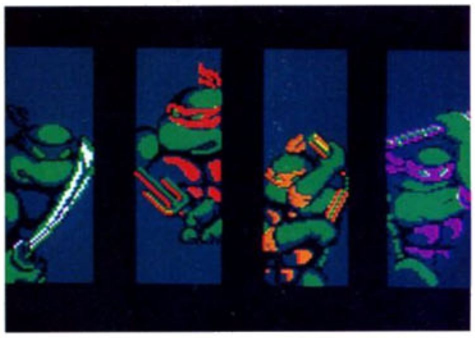


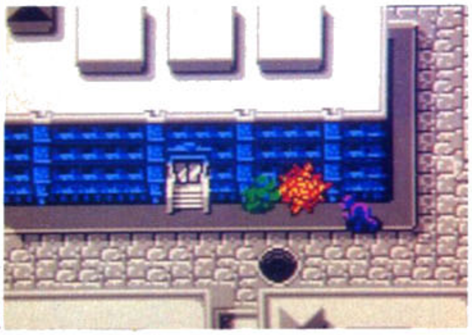


Best Theme, Fun

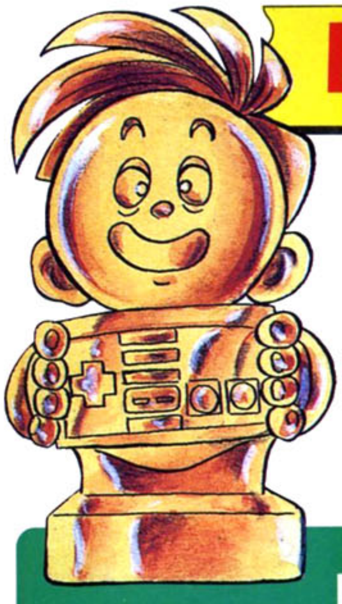
They're America's favorite characters in a fast-action game—a combination that's tough to beat. Besides, what other game depends on the skillful use of nunchuks and pizza? We're talking weird but wonderful here.

Teenage Mutant Ninja Turtles

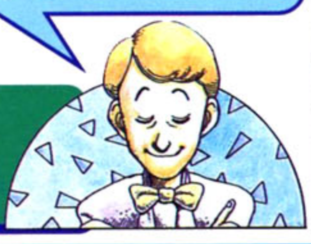




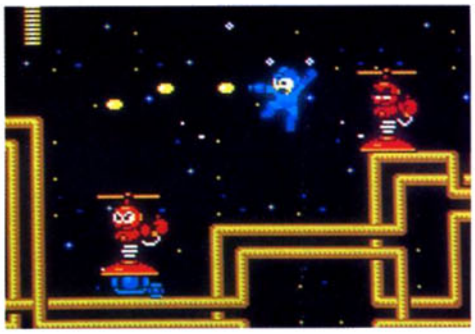
Best Play Control

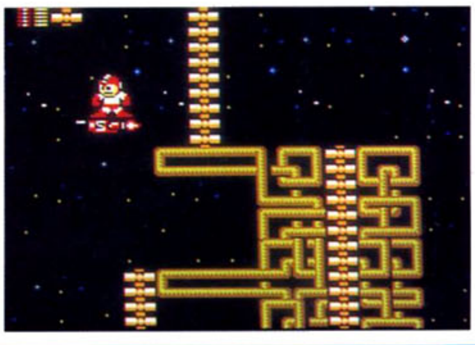


When it comes to jumping, climbing, zapping enemies and using nifty items like levitation platforms, nothing comes close to Mega Man II. There are more ways to get through this game than days in the year.



Mega Man II

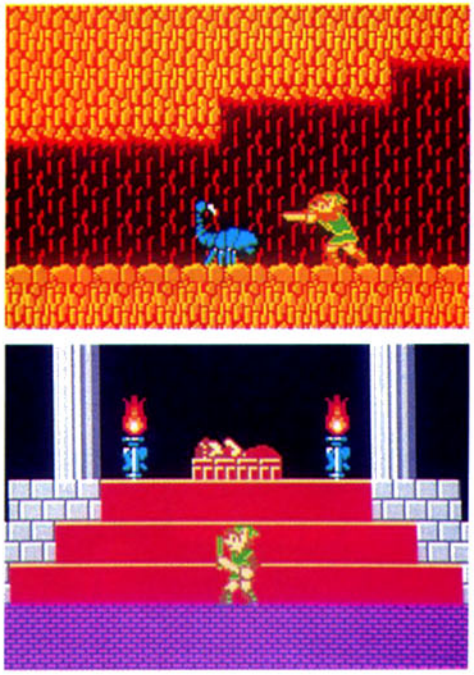




Best Character

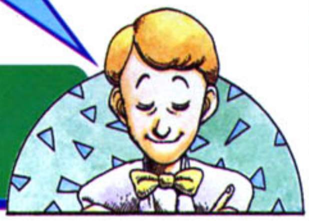
He's the hero who does it all, from rescuing a princess to casting magic spells. Link, from Zelda II: The Adventure of Link, is puckish, lucky, persistent and loyal—qualities that win him friends wherever he goes.

Zelda II: The Adventure of Link

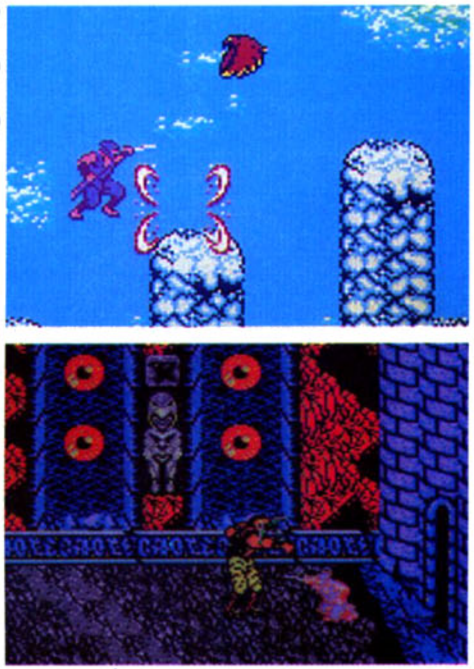


Best Ending

It's no mystery that Ninja Gaiden takes a second Nester with its stunning, surprise ending. The use of Cinema Displays to reveal plot between action sequences is a winner. The ending is well worth the effort.

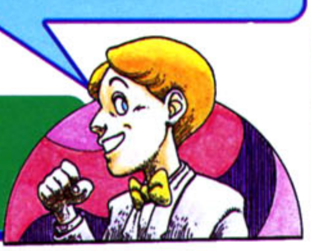


Ninja Gaiden

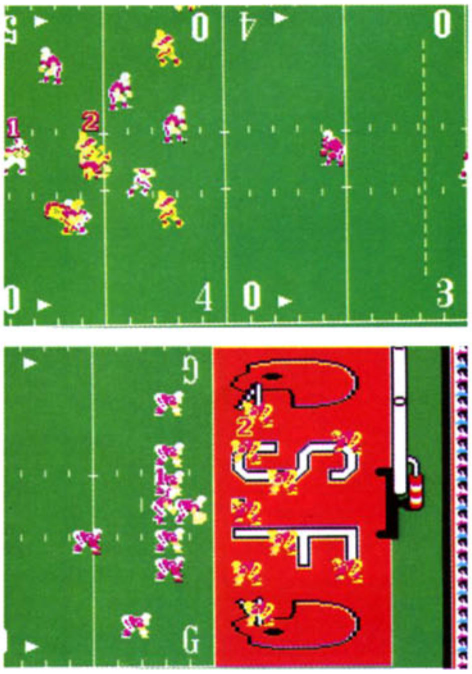


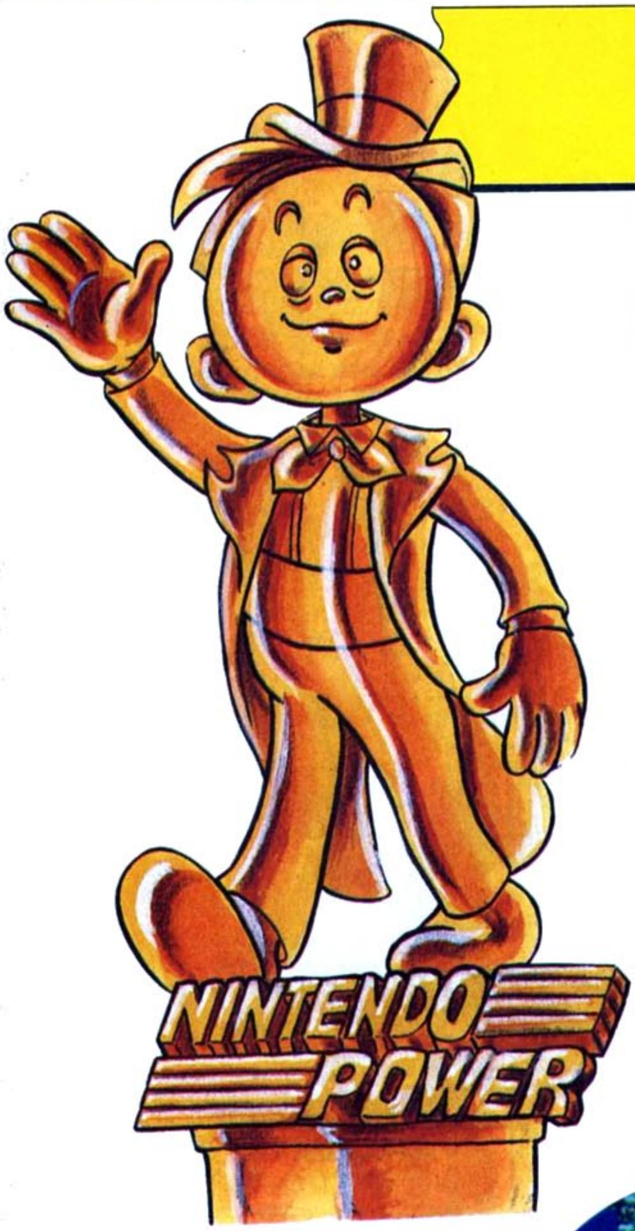
Best Player vs. Player

When you and a friend scrimmage with Tecmo Bowl, you might just forget that you're playing on a computer. Intensity like that only comes from a human opponent, and great programming.



Tecmo Bowl

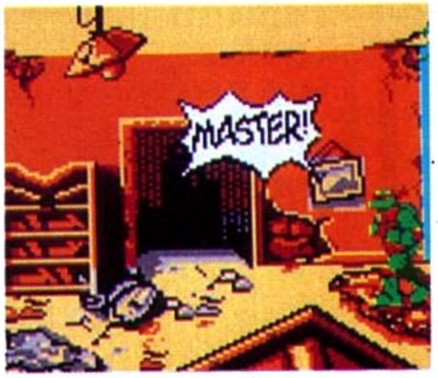


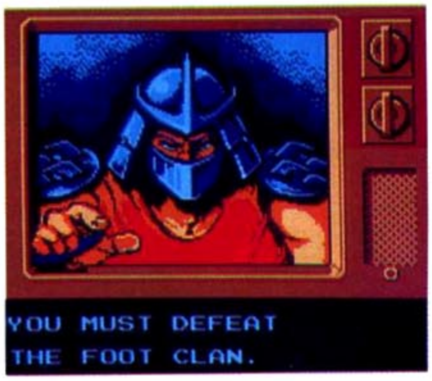


Overall

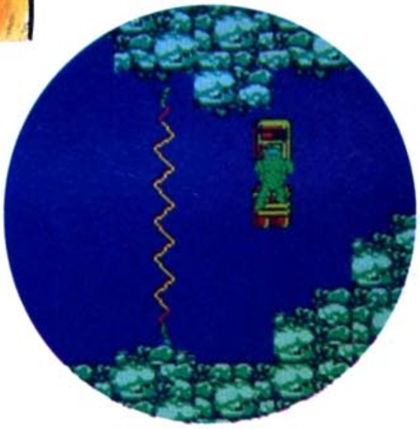
Teenage Mutant Ninja Turtles

This year the honors go to the turtles for Best Overall Video Game of 1989, and it's well deserved. The importance of the Fun Factor is clear—sophisticated graphics and complex game play alone are not enough. But combine them in a game like TMNT and you've got a hit. From the opening screen right on through to the end you're swept into the wild world of turtle triumphs and trouble. The play is challenging, the graphics excellent, the sound drives you on, and best of all you control the fate of Don, Leo, Mike and Raph as they track down clues leading to Shredder. Let's give them a big hand . . . or maybe a pizza.

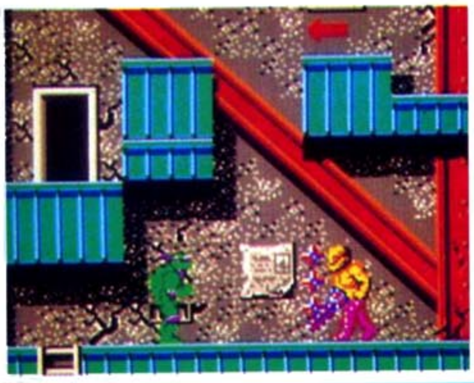


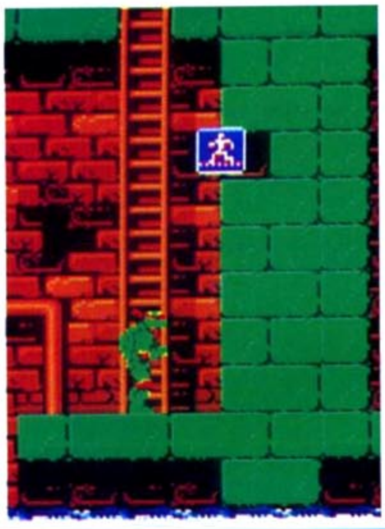

YOU MUST DEFEAT
THE FOOT CLAN.

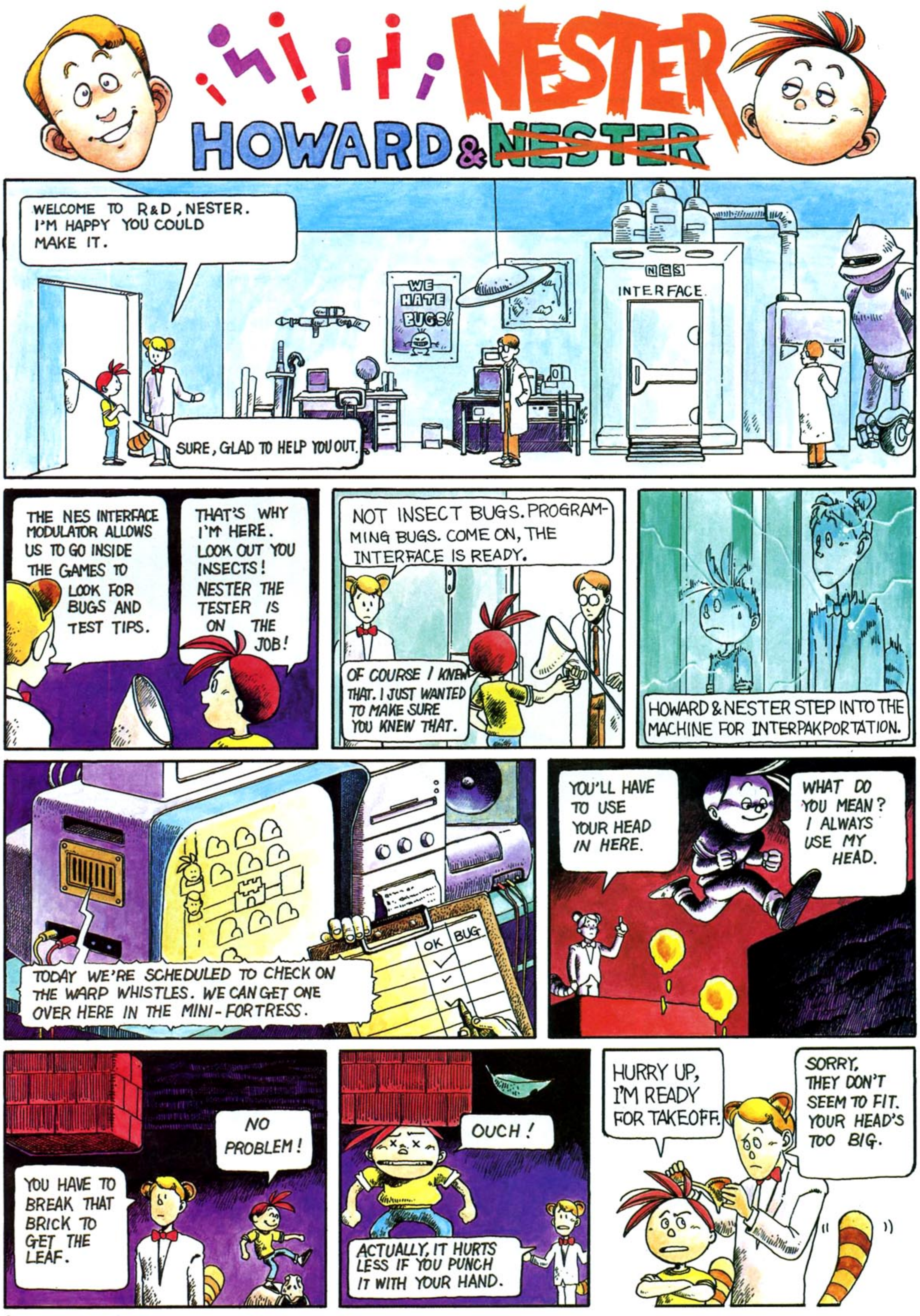
The Nester Awards have been brought to you by all of our readers who took the time to fill out their ballots and send them in. Thanks for helping to make this the most exciting awards presentation ever. As you may have noticed, these awards are for all the games that were released during 1989. That means that the latest games like Super Mario Bros. 3 and Super C aren't eligible until next year when we hold the 3rd Annual Nintendo Power Awards.

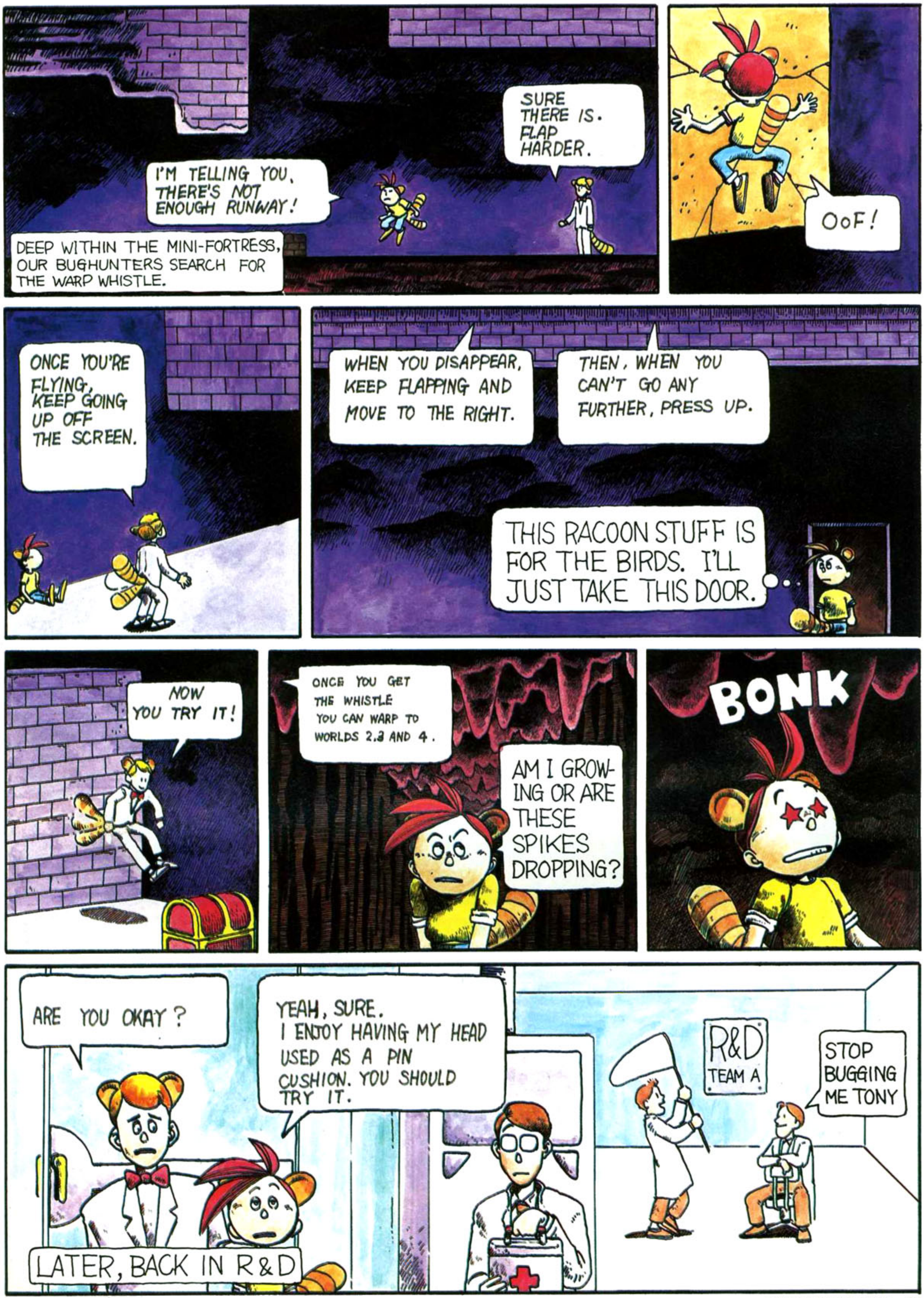


Well, that's it for another year, gang. But with so many great games coming out it's never too early to start reviewing them. By filling out Power/Player Meters on Nintendo Power reviews, you'll have a great record of 1990 games by voting time next year. I'll see you then.

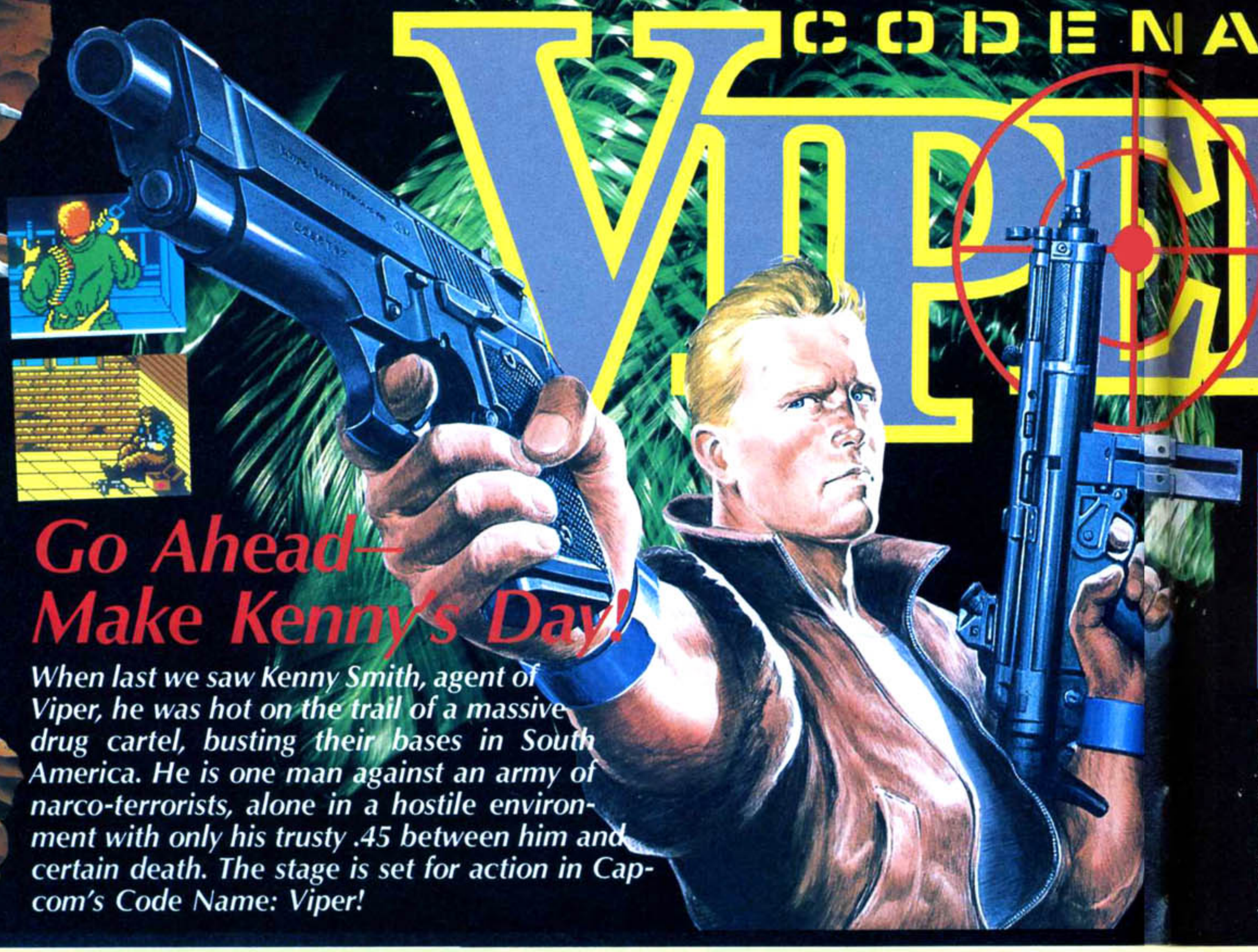





HOWARD & ~~NESTER~~ NESTER
NES
INTERFACE
WE HATE BUGS!
WELCOME TO R&D, NESTER. I'M HAPPY YOU COULD MAKE IT.
SURE, GLAD TO HELP YOU OUT.
THE NES INTERFACE MODULATOR ALLOWS US TO GO INSIDE THE GAMES TO LOOK FOR BUGS AND TEST TIPS.
THAT'S WHY I'M HERE. LOOK OUT YOU INSECTS! NESTER THE TESTER IS ON THE JOB!
NOT INSECT BUGS. PROGRAMMING BUGS. COME ON, THE INTERFACE IS READY.
OF COURSE I KNEW THAT. I JUST WANTED TO MAKE SURE YOU KNEW THAT.
HOWARD & NESTER STEP INTO THE MACHINE FOR INTERPAKPORTATION.
OK
BUG
TODAY WE'RE SCHEDULED TO CHECK ON THE WARP WHISTLES. WE CAN GET ONE OVER HERE IN THE MINI-FORTRESS.
YOU'LL HAVE TO USE YOUR HEAD IN HERE.
WHAT DO YOU MEAN? I ALWAYS USE MY HEAD.
YOU HAVE TO BREAK THAT BRICK TO GET THE LEAF.
NO PROBLEM!
OUCH!
ACTUALLY, IT HURTS LESS IF YOU PUNCH IT WITH YOUR HAND.
HURRY UP, I'M READY FOR TAKEOFF.
SORRY, THEY DON'T SEEM TO FIT. YOUR HEAD'S TOO BIG.


DEEP WITHIN THE MINI-FORTRESS, OUR BUGHUNTERS SEARCH FOR THE WARP WHISTLE.
I'M TELLING YOU, THERE'S NOT ENOUGH RUNWAY!
SURE THERE IS. FLAP HARDER.
OoF!
ONCE YOU'RE FLYING, KEEP GOING UP OFF THE SCREEN.
WHEN YOU DISAPPEAR, KEEP FLAPPING AND MOVE TO THE RIGHT.
THEN, WHEN YOU CAN'T GO ANY FURTHER, PRESS UP.
THIS RACOON STUFF IS FOR THE BIRDS. I'LL JUST TAKE THIS DOOR.
NOW YOU TRY IT!
ONCE YOU GET THE WHISTLE YOU CAN WARP TO WORLDS 2,3 AND 4.
AM I GROWING OR ARE THESE SPIKES DROPPING?
BONK
LATER, BACK IN R&D
ARE YOU OKAY?
YEAH, SURE. I ENJOY HAVING MY HEAD USED AS A PIN CUSHION. YOU SHOULD TRY IT.
R&D TEAM A
STOP BUGGING ME TONY

CODENAME: VIPER



Go Ahead—Make Kenny's Day!

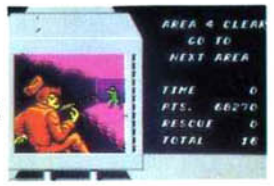
When last we saw Kenny Smith, agent of Viper, he was hot on the trail of a massive drug cartel, busting their bases in South America. He is one man against an army of narco-terrorists, alone in a hostile environment with only his trusty .45 between him and certain death. The stage is set for action in Capcom's Code Name: Viper!

Know The Enemy Foot Soldiers!

Each enemy has different characteristics; some are quick, some are tough and some have weapons to fight back with. Know the enemy to avoid unpleasant surprises. The color of their uniforms is the tip-off.

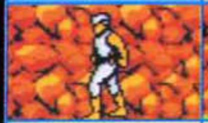
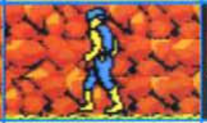
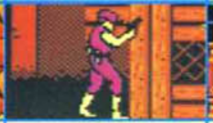
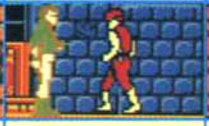
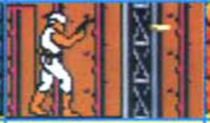
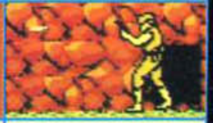
SAVE THE HOSTAGES

Rescue 16 hostages and you'll get an extra continue.



AREA 4 CLEAR
GO TO
NEXT AREA

TIME 0
PTS. 68270
RESCUE 0
TOTAL 16

GREY	BLUE	PURPLE	RED	WHITE	YELLOW
					
One shot knocks this guy out. He's slow and doesn't really fight back.	It takes two shots to put this guy down for the count. He's quicker than the Grey Soldier.	He takes two hits and has a gun, though he's hesitant to use it.	The Red Soldier is a runner—he's fast but doesn't pack a piece.	White Soldiers are fast on the draw and tough to bring down.	These guys are anything but yellow-they attack on sight.

There are many helpful items Kenny can find hidden in the drug cartel's bases. Be sure to note the locations of these valuable things. Items may appear in different spots depending on the difficulty level.

Extra .45 Ammo can be found hidden in the bases.	A Heart adds a box to Kenny's life meter.
Machine Guns are cached throughout the hideouts, but have limited ammo.	A 1-Up gives Kenny another life.
The Stop Watch adds to the time remaining to complete the mission.	The Bomb Kenny gets from the commando allows him to blow up the base.

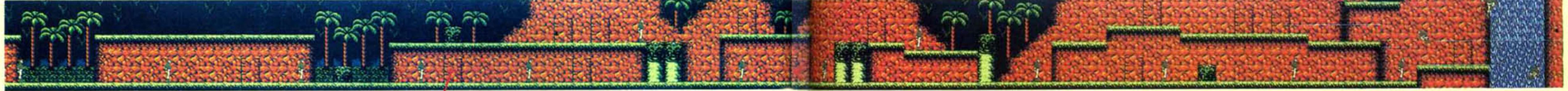
Stage One—Brazilian Jungle

Kenny's first mission takes him through the steaming Brazilian jungle and a village well defended by troops of the drug syndicate. Treacherous waterfalls and deadly snipers will make this first mission a tough one.

BE SURE TO SCORE A MACHINE GUN

This gun will mow down the opposition. Collect this whenever possible.

Don't waste bullets.



DON'T LET THE FROGMEN JUMP YOU!

Don't try to outrun the Frogmen, but eliminate them as soon as they appear. They bounce around unpredictably.

Frogmen are dangerous foes.

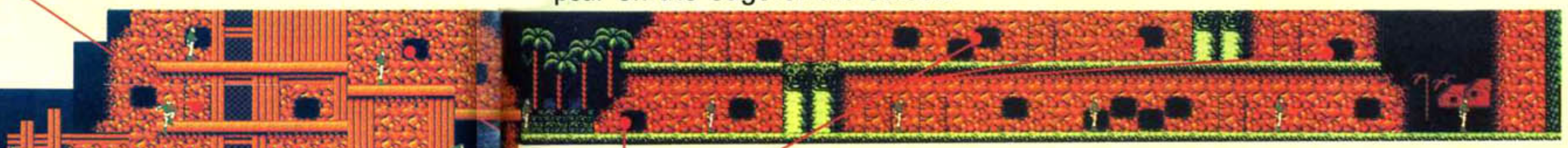
Notice which doors enemies come out of and plan your strategy accordingly.

SHOOT THE SNIPERS SWIFTLY

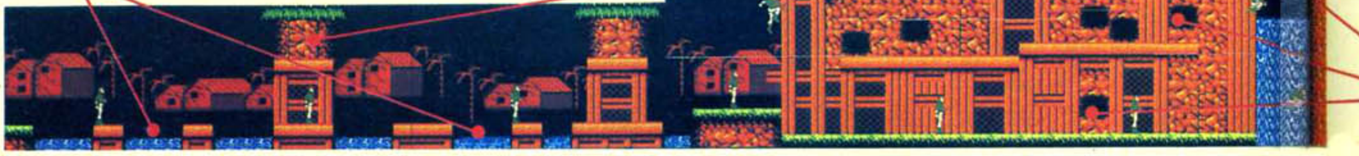
Inch forward cautiously and shoot them as soon as they appear on the edge of the screen.

It's usually impossible to dodge a sniper's fire.

Pick him off at a safe distance.



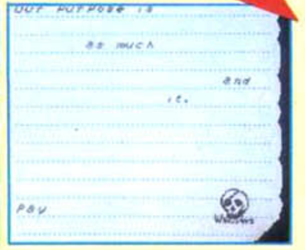
FIRST BASE



STAGE 1 CONTINUED

FIRST MISSION ACCOMPLISHED!

Kenny has rescued a captured commando and the cartel's first base lies in ruins. His rescued comrade has a tiny fragment of the cartel's evil master plan. Kenny must find the meaning behind this message!



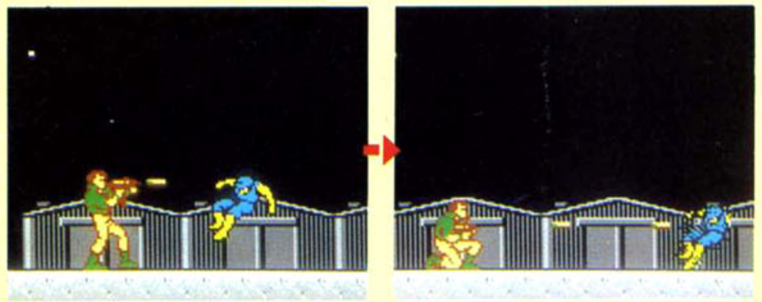
our purpose is
as much
and
it.
pay

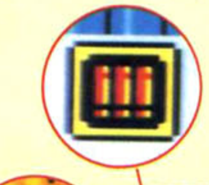
TM&© 1989 CAPCOM USA, Inc.

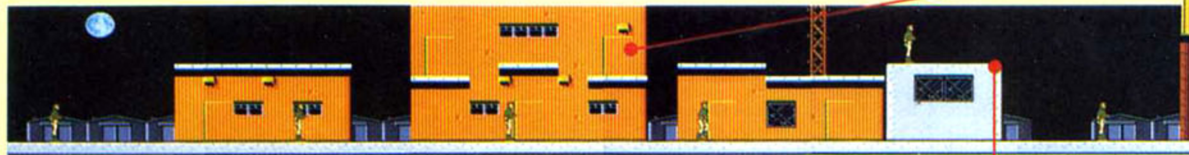
Stage 2—Weapon Warehouse

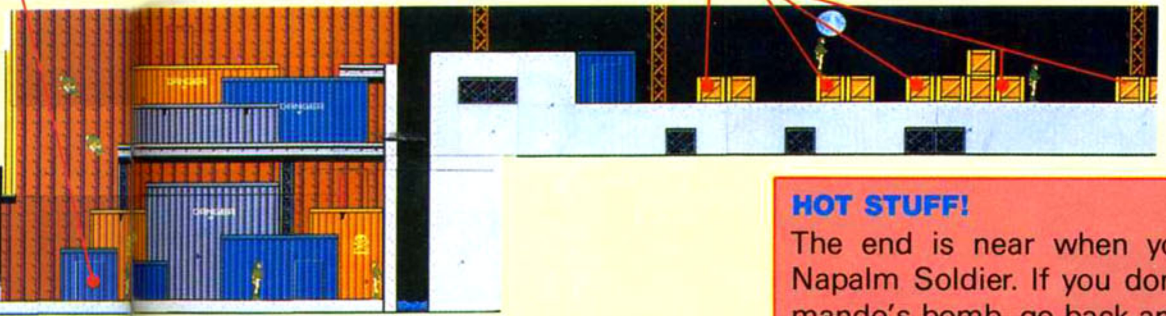
To equip their foot soldiers, the cartel has amassed a gigantic stockpile of weapons in this warehouse located near the mouth of the Amazon River. Huge crates and irregular stacks of boxes staked out by soldiers make this a treacherous enemy outpost. Kenny arrives on a moonlit night to put out the lights in this base.

Most of the personnel in the warehouse are Blue Foot Soldiers. Remember that you need to hit them twice to take them out of the action.



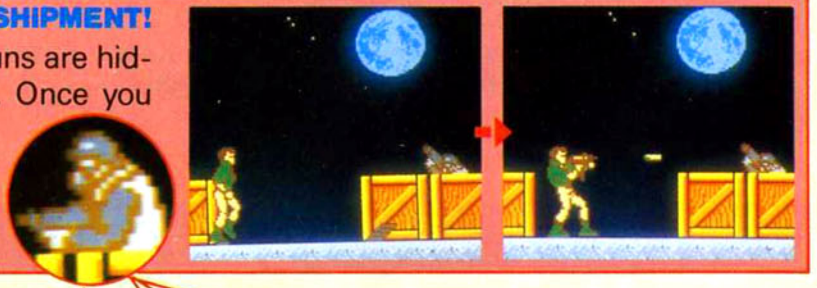






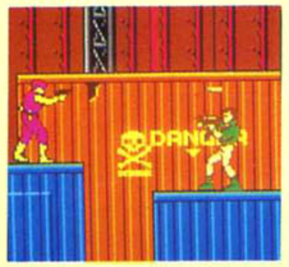
PACKAGED AND READY FOR SHIPMENT!

Cartel soldiers with machine guns are hiding inside some of the crates. Once you know where they are, get in a position to nail them as quickly as you can, before they can shoot you.



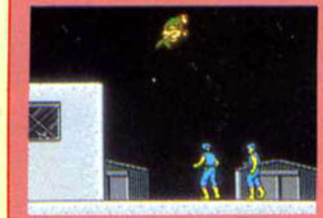
PERILOUS PILES OF PACKING CRATES!

Steps formed by stacks of boxes can be used to your strategic advantage. Avoid shots by ducking or jumping down. The slightest hit by your gun will affect the enemy, so don't worry about scoring direct hits.

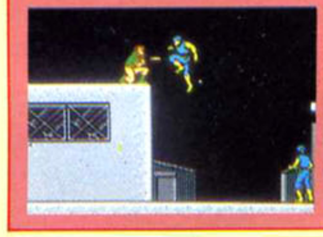


LOOK BEFORE YOU LEAP!

If you're on top of a building and enemies lurk below, don't jump down into their midst, or you'll get hit. Wait for them to jump up into your field of fire.



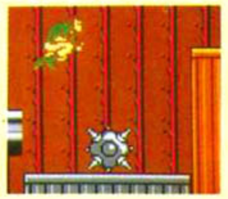
This is one unfriendly crowd!



Those foot soldiers love to jump. Be sure to nail them when they do.

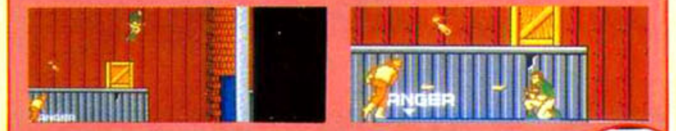
SPIKY BOMBS ADD TO THE RISK!

One area of the warehouse is defended by "Large Bombs" which drop from the ceiling and take out intruders. They are easy to avoid once you know the area where they fall.



HOT STUFF!

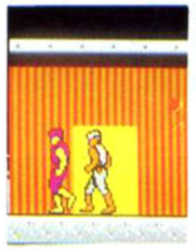
The end is near when you encounter the Napalm Soldier. If you don't have the commando's bomb, go back and get it. If you do have it, run past the Napalm Soldier and toss it in the door at the end of the stage.



SECRETS OF THE REVOLVING DOORS.

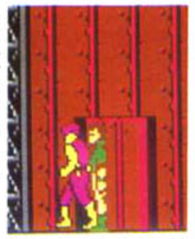
HIDE INSIDE!

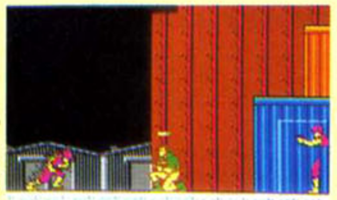
Sometimes when you enter a door, enemies will come along and wait outside to ambush you. But, you can stay inside a door for as long as you want by holding Up on the Control Pad, and the enemies will usually move on.



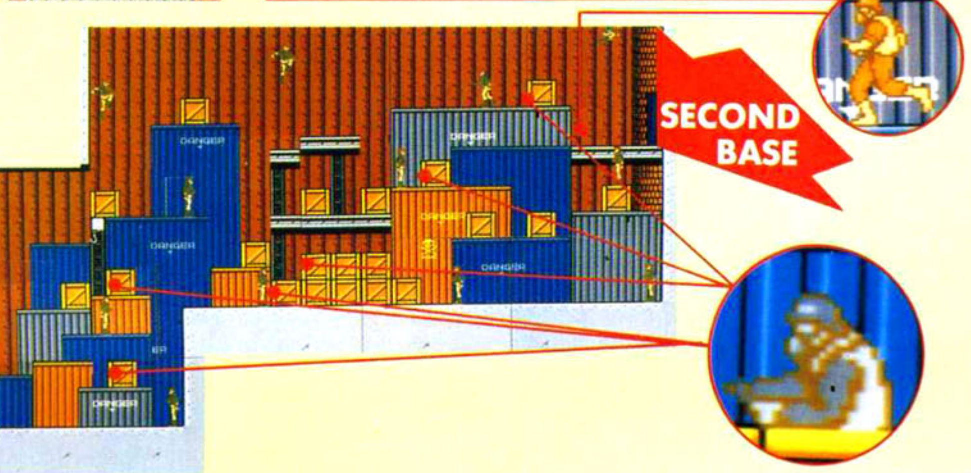
AMBUSH THE ENEMY!

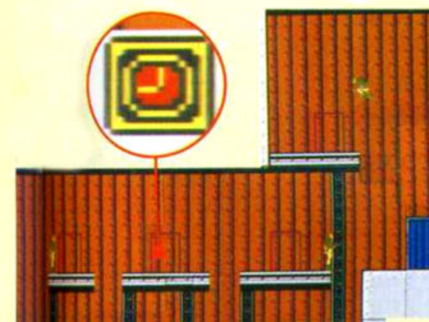
Burst out of the door with your gun blazing! If an enemy is directly in front of the door, you can mow him down before he has a chance to hit you. To play it safe though, remain inside until the coast is clear.

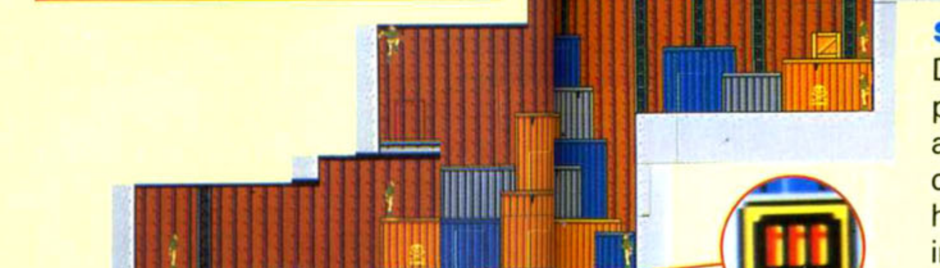


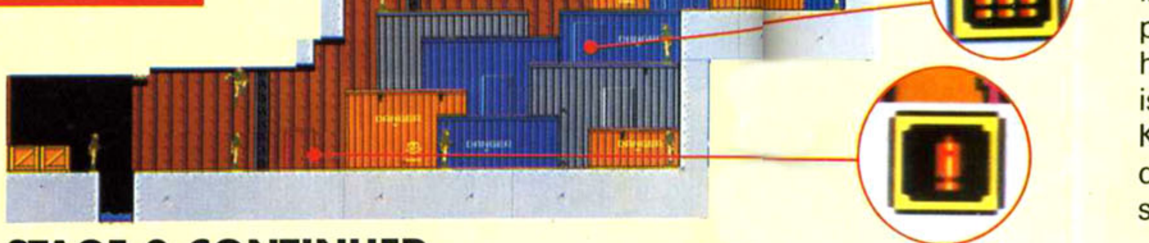


To change the direction when crouching, press diagonally towards the direction you want and fire.





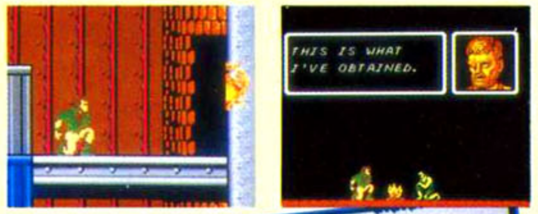




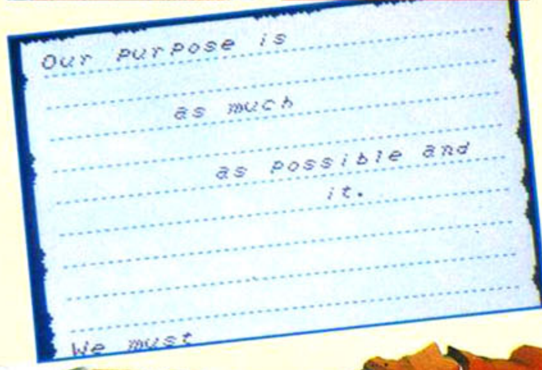
STAGE 2 CONTINUED

SECOND MISSION ACCOMPLISHED!

Destroying the cartel's weapon warehouse severely damages their operations. The commando Kenny rescues here will have even more information on the cartel's plans, but the scrap of paper he has is just a fragment and is practically meaningless. Kenny knows he must act quickly to stop the vile drug smuggler's schemes.



THIS IS WHAT
I'VE OBTAINED.



Our purpose is

as much

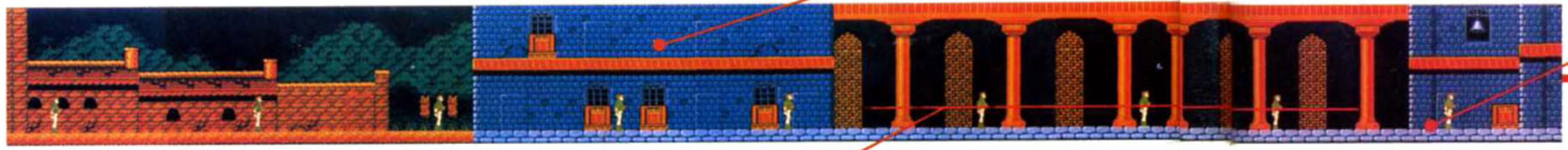
as possible and

it.

We must

Stage 3—Abandoned Village

Hounded by drug traffickers, the inhabitants of this village in northern Chile have fled to safer pastures. The cartel has since fortified the old colonial buildings with sandbags and even an old school bus, making this a death trap for your average secret agent. But Kenny Smith, last agent of Viper, is not your average agent— he is the best there is.



CREEP FORWARD CAUTIOUSLY

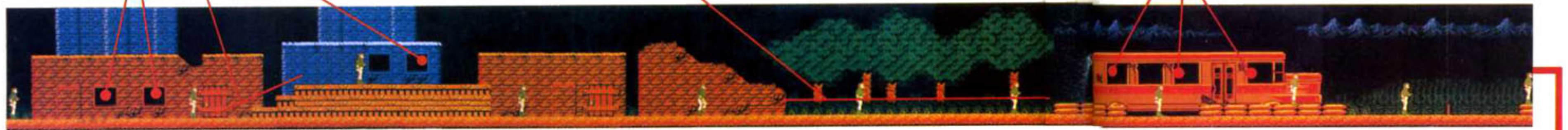
Sometimes it pays to inch forward and sneak up on the enemy, especially when you're in unfamiliar terrain.

ASSASSIN'S AMBUSH

Advance slowly and take out the camouflaged mercenaries here one at a time. Or, run past them quickly and then turn and shoot as fast as you can.

MORE RASCALS IN THE RAFTERS

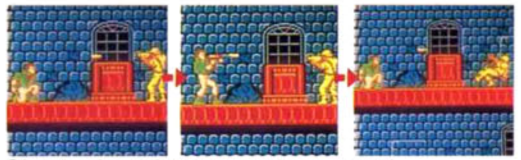
Inside the town hall, green suited goons wait to get the drop on you from the rafters. It's another case where patience pays off.



STAGE 3 CONTINUED

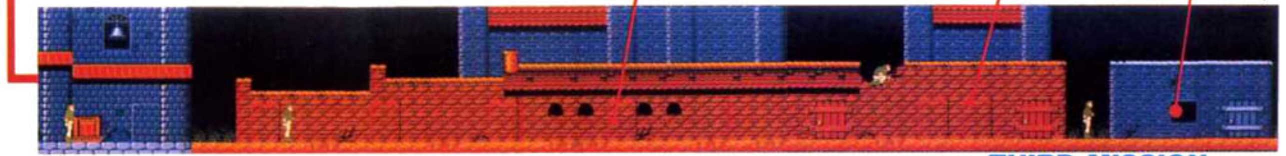
IT TAKES PERFECT TIMING

Foot soldiers here have taken up strong defensive positions behind sturdy obstacles. But they're cautious and take a lot of time between each shot they squeeze off. Duck down and study the timing of their shots.



Shoot when they're ready to stand.

Be sure to get the Heart here. It will greatly increase your chances of survival.



SCHOOL BUS HIDEOUT

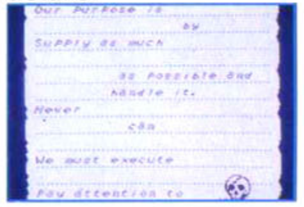
A Sniper with an automatic rifle can pin you down with diagonal cross fire if you're not careful, so look out!

GET THESE CRAZY CONDORS!

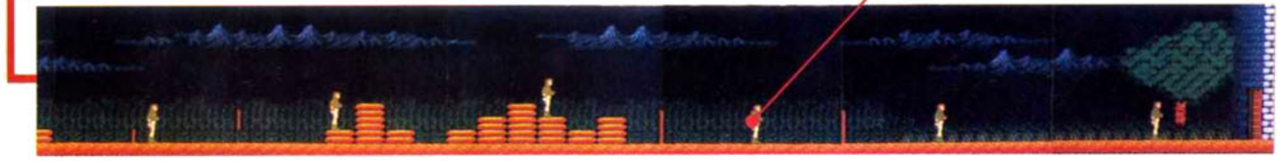
The cartel has trained Condors to harass those unfamiliar to them. At this point be ready for their attack.

THIRD MISSION ACCOMPLISHED

The letter outlining the cartel's plans is shaping up, but it still leaves out important details.



Our Purpose is
by
Supply as much
as possible and
handle it.
Never
can
We must execute
Pay attention to



INTO EVEN MORE DANGER!

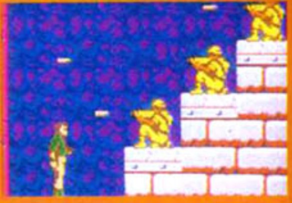
So far, Kenny's mission has been a virtual suicide run. Judging from the readiness of the enemies he's encountered, someone must have tipped off the cartel that he was coming. But who? Kenny doesn't have time to ponder this question though, because there's more danger ahead!

Stage 4—Incan Ruins

A fabulous lost city high in the Andes mountains has been taken over by the drug lords. Many strange traps set by the ancient inhabitants still function and they add an extra element of hazard to Kenny's journey through the place.

Stage 5—Underground Prison

This prison was built by a mad scientist to contain the subjects of his experiments. A few of his victims, the Maniacs, still haunt the cells. The otherwise empty dungeon is the perfect place for the drug cartel to imprison their enemies.

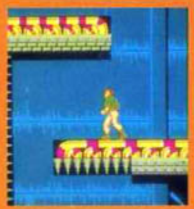


Stage 6—Drug Lab

Kenny must make his way up through a high-tech tower of glass elevators to reach the heart of a massive drug laboratory. The maze-like climb challenges Kenny as none of his missions have so far.

Stage 7—Mechanized Warehouse

Heavily guarded by menacing mechanical traps and beds of deadly spikes, this warehouse should be the last base Kenny has to deal with. The drug cartel's plan will be fully pieced together by the time he finishes here. But is his mission accomplished?



And Now . . .

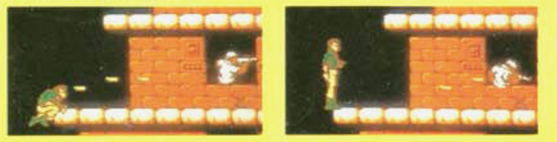
Kenny must make one final trip to nab the ring leader of the giant drug cartel. Now that Kenny knows the identity of this mystery man, his mission to stop him becomes all the more imperative. The war on drugs must be won!

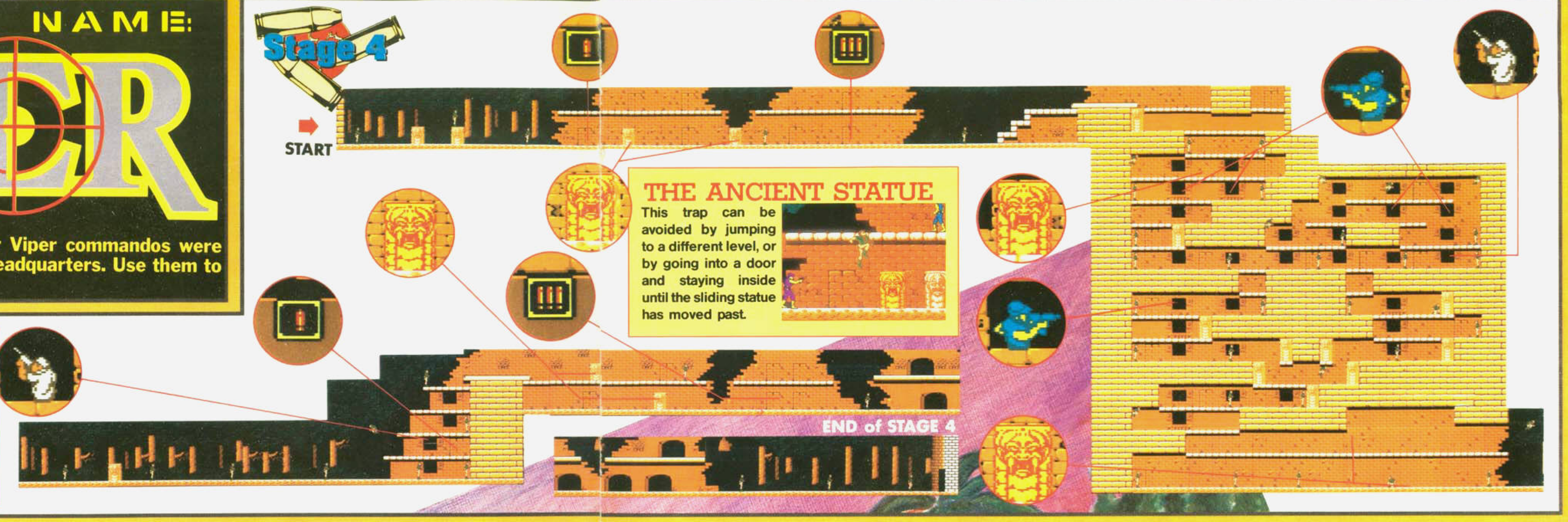
CODE NAME: VIPER

Before they were captured, the other Viper commandos were able to get these maps to Kenny at Headquarters. Use them to your advantage!

SNEAKY SNIPER

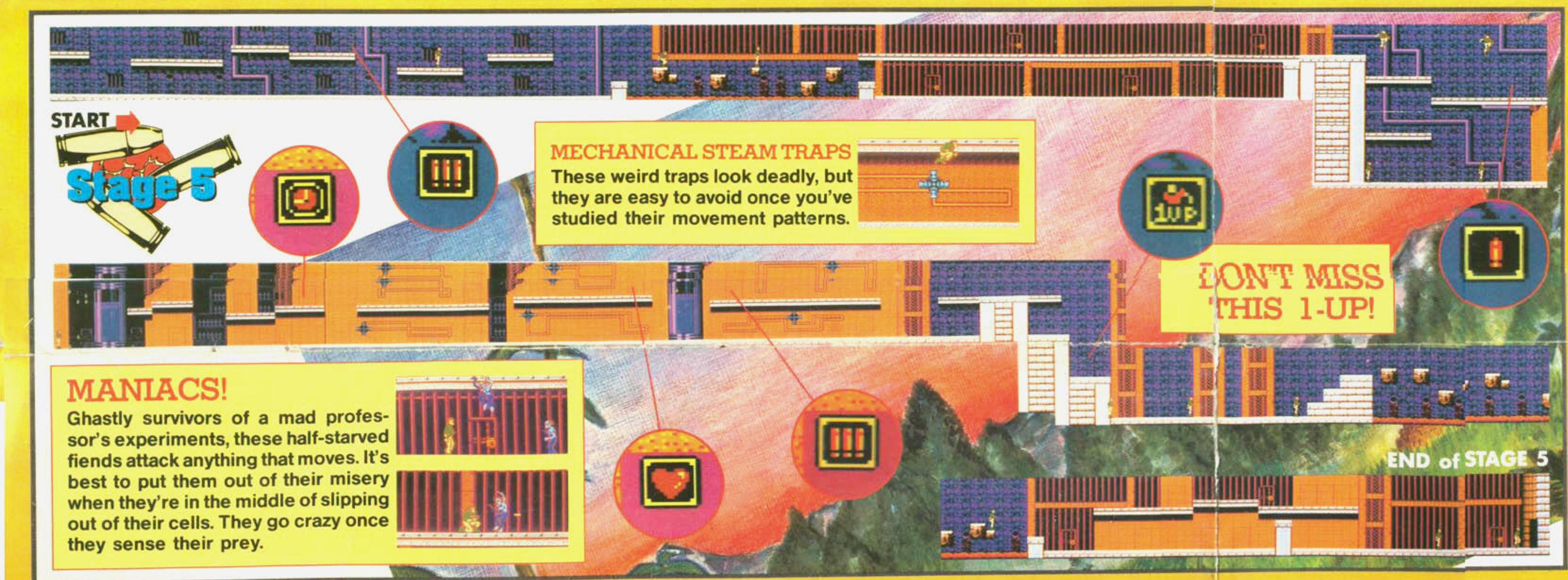
Quick reflexes will enable you to take out snipers. Shoot once and then jump down to avoid their fire.





THE ANCIENT STATUE

This trap can be avoided by jumping to a different level, or by going into a door and staying inside until the sliding statue has moved past.



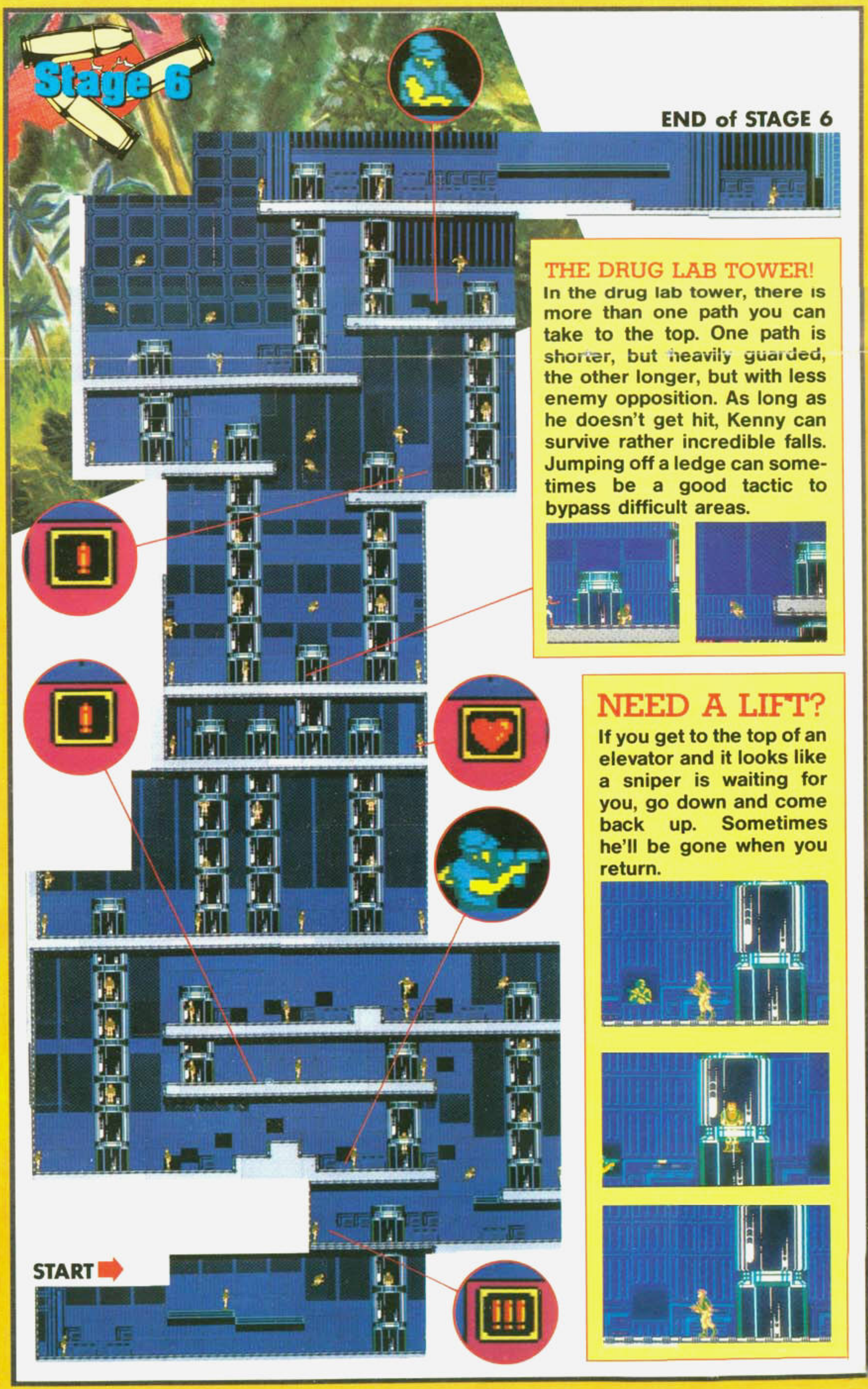
MECHANICAL STEAM TRAPS

These weird traps look deadly, but they are easy to avoid once you've studied their movement patterns.

DON'T MISS THIS 1-UP!

MANIACS!

Ghastly survivors of a mad professor's experiments, these half-starved fiends attack anything that moves. It's best to put them out of their misery when they're in the middle of slipping out of their cells. They go crazy once they sense their prey.

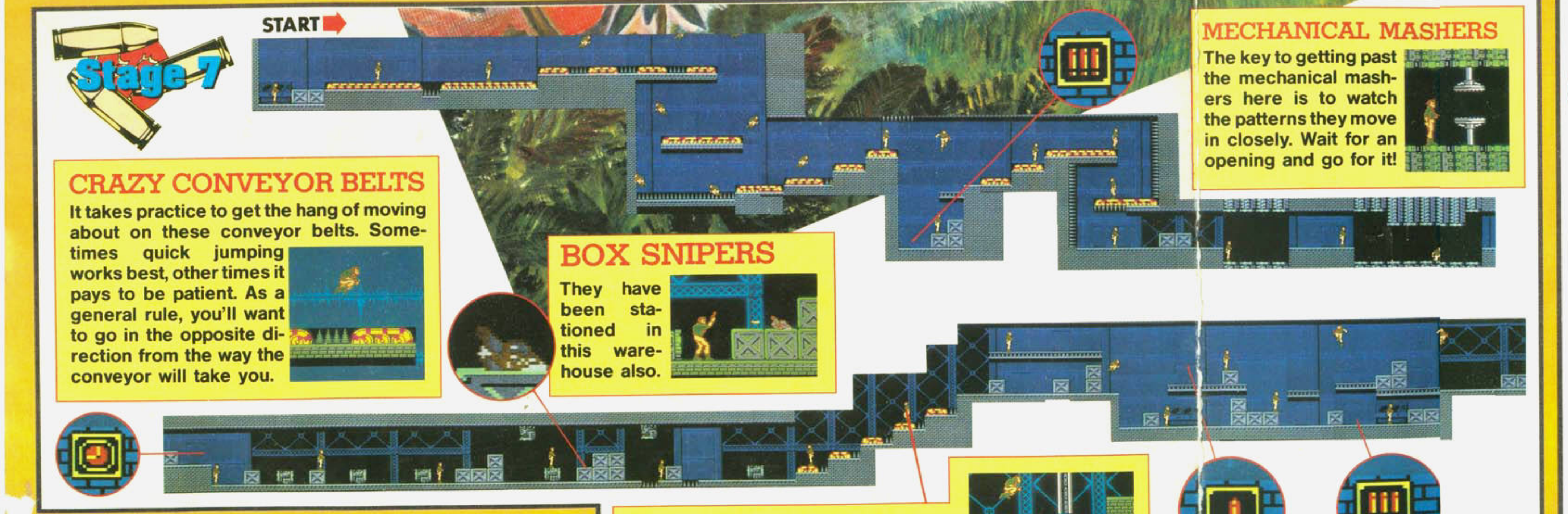


THE DRUG LAB TOWER!

In the drug lab tower, there is more than one path you can take to the top. One path is shorter, but heavily guarded, the other longer, but with less enemy opposition. As long as he doesn't get hit, Kenny can survive rather incredible falls. Jumping off a ledge can sometimes be a good tactic to bypass difficult areas.

NEED A LIFT?

If you get to the top of an elevator and it looks like a sniper is waiting for you, go down and come back up. Sometimes he'll be gone when you return.



MECHANICAL MASHERS

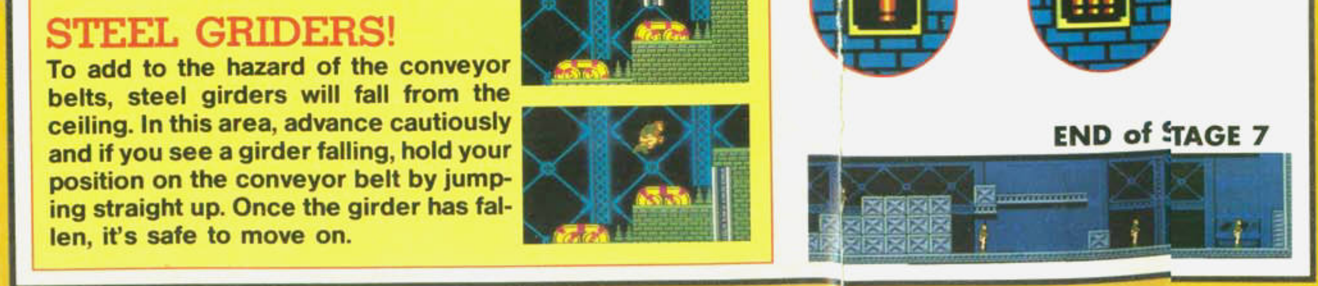
The key to getting past the mechanical mashers here is to watch the patterns they move in closely. Wait for an opening and go for it!

CRAZY CONVEYOR BELTS

It takes practice to get the hang of moving about on these conveyor belts. Sometimes quick jumping works best, other times it pays to be patient. As a general rule, you'll want to go in the opposite direction from the way the conveyor will take you.

BOX SNIPERS

They have been stationed in this warehouse also.



STEEL GRIDERS!

To add to the hazard of the conveyor belts, steel girders will fall from the ceiling. In this area, advance cautiously and if you see a girder falling, hold your position on the conveyor belt by jumping straight up. Once the girder has fallen, it's safe to move on.

Items & Enemy List (See Review For Detail)

Extra 45 Ammo	1-Up
[illegible]	Stop Watch
Heart	Sniper

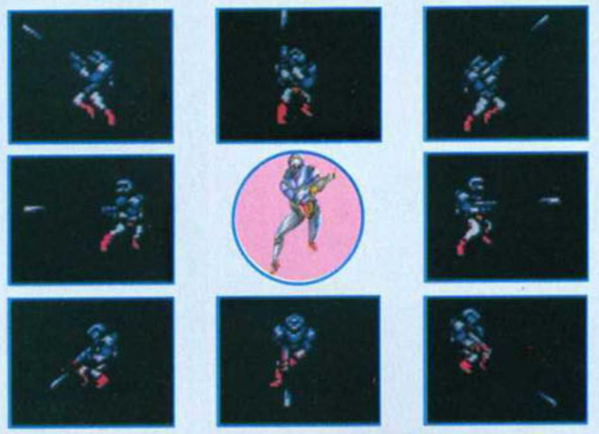
BURAI FIGHTER™

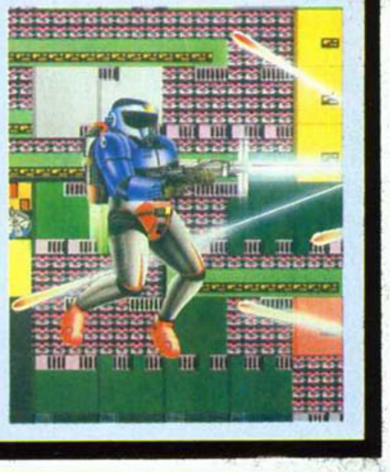
無頼戦士

"BURAI FIGHTER, LISTEN CLOSELY.
YOUR MISSION IS TO PENETRATE THE ALIEN FORTRESS.
THEY WILL BE EXPECTING A FULL FRONTAL ATTACK,
SO A LONE ATTACKER LIKE YOU MAY GO UNNOTICED AT FIRST.
GOOD LUCK, BURAI FIGHTER, YOU'LL NEED IT!"

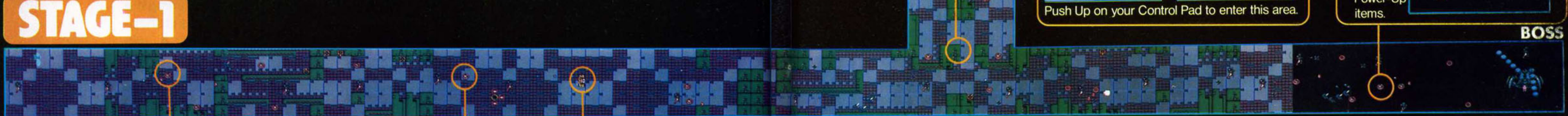
BASIC TECHNIQUES

As the Burai Fighter, you will be able to shoot in eight different directions. The B Button may be held down for continuous fire. To change your firing direction, stop shooting and move in the direction you wish to fire before pressing the B Button again.

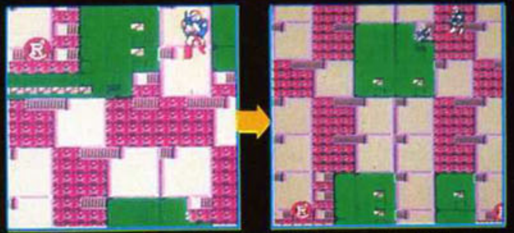




STAGE-1

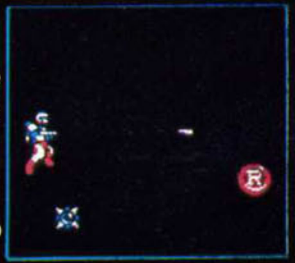


You can fly up into this area and retrieve the Power-Up items that look like they are impossible to get to.

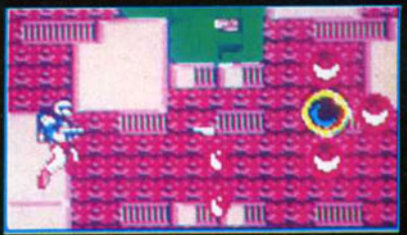


Push Up on your Control Pad to enter this area.

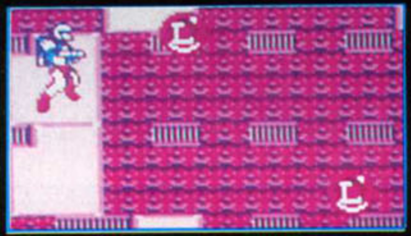
Just before you get to the boss, are two Speed and two Power-Up items.



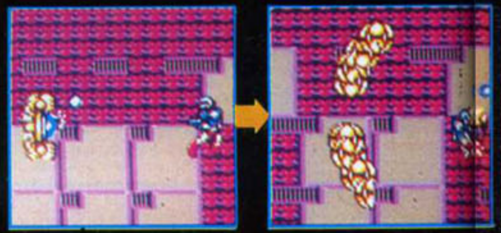
Blast this enemy from the correct angle, and you'll be rewarded with a Power-Up item.

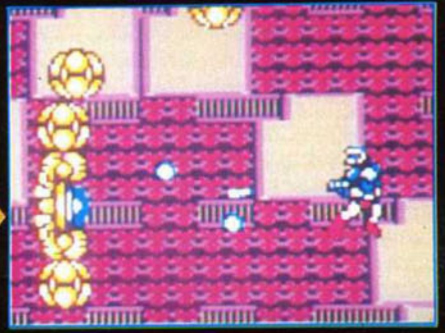


Wait for the Power-Up item to change into your favorite weapon: lasers, missiles, or ring-weapons.



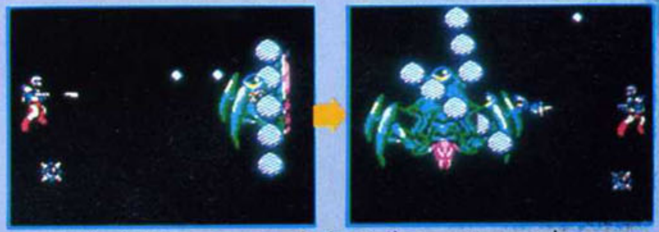
Maneuver behind this enemy and you'll be able to hit his weak point. Be sure to dodge the shooting energy balls!





How do you defeat this Stage Boss?

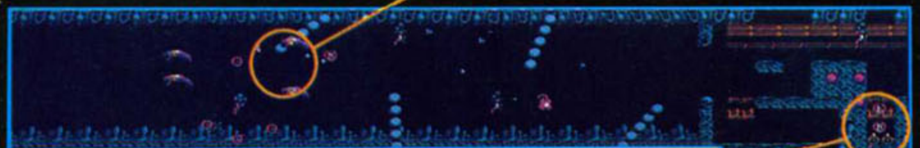
Shoot out the three energy pods to defeat this boss. The first one is easy to hit, but the next two will take some fancy flying.

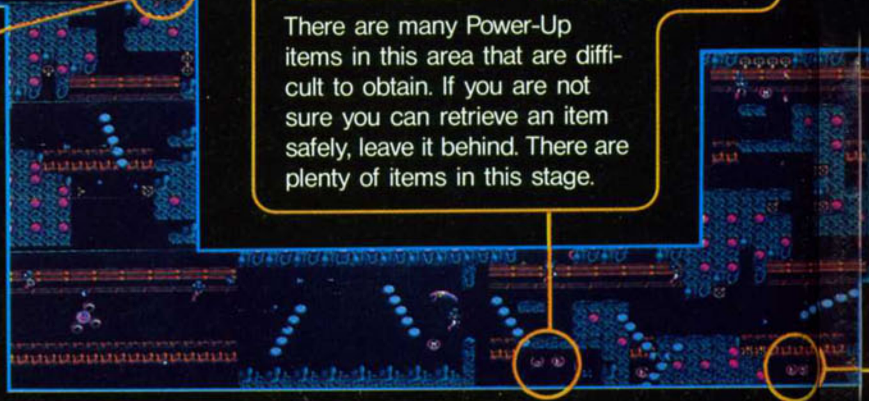


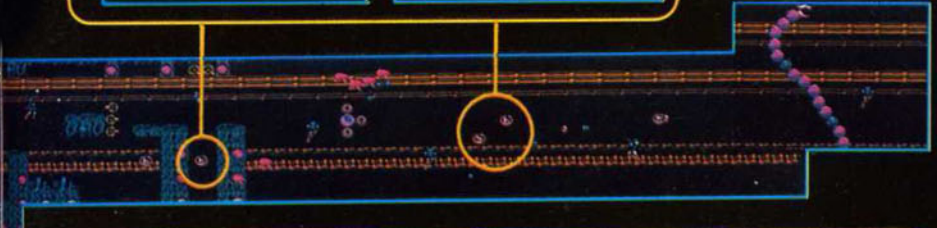
Avoid his flailing arms and shoot the energy pods.

STAGE-2

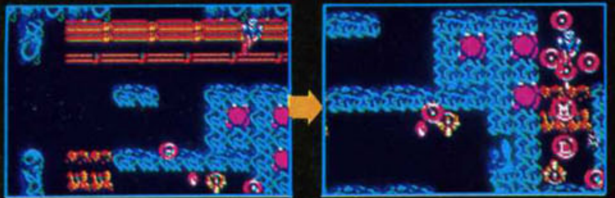
You will have to learn the pattern of these spinning arms of destruction.

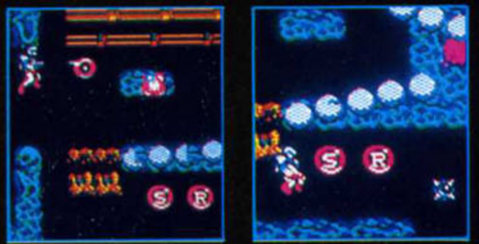




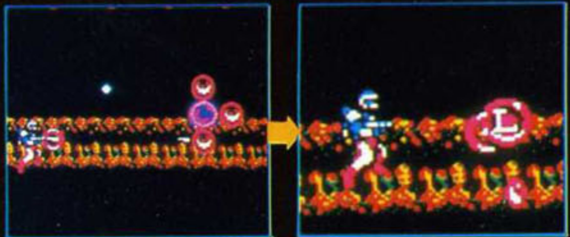


Go up and grab the two items, then back track the way you came and go down. If you move too slowly, you'll be crushed by the ceiling.



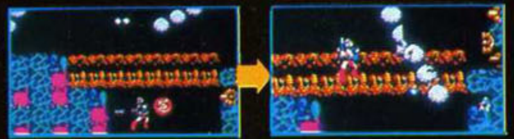


There are many Power-Up items in this area that are difficult to obtain. If you are not sure you can retrieve an item safely, leave it behind. There are plenty of items in this stage.



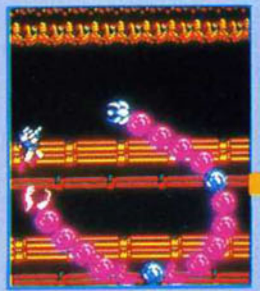
Burai Fighter! Choose wisely the Power-Up items you take and those you leave behind.

This is a very difficult Power-Up item to get. You must grab it and then go up quickly to avoid being trapped.

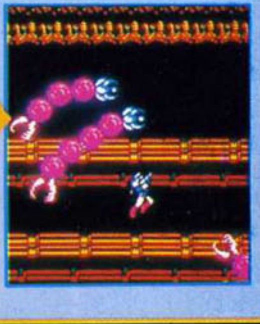


Snakes? I hate Snakes . . . !

To defeat this snake-like creature you must destroy the three colored sections in his body. The snake will then turn into three smaller snakes that you must defeat as well.



Go for the colored sections first!



Blast the tail end of each small snake.

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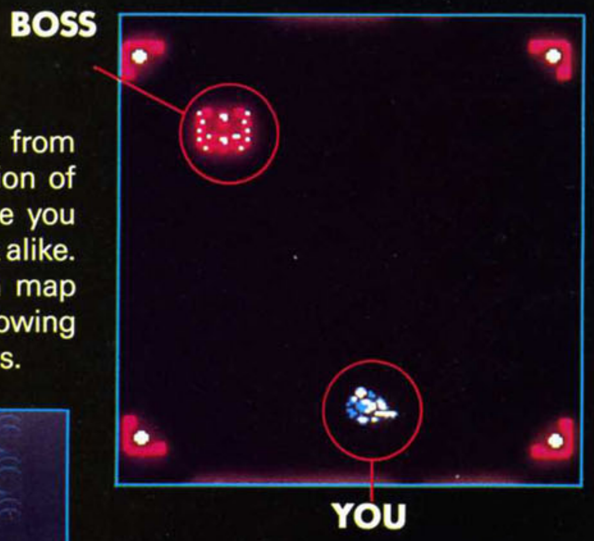
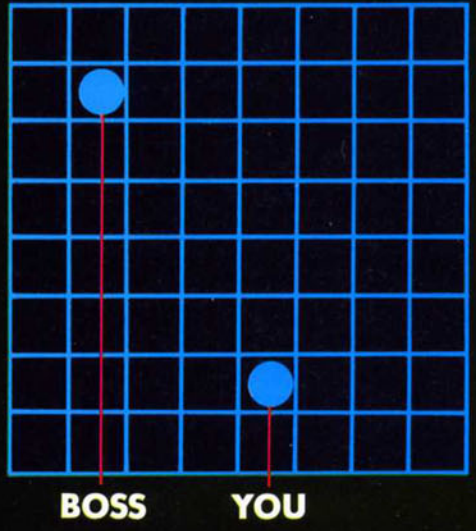
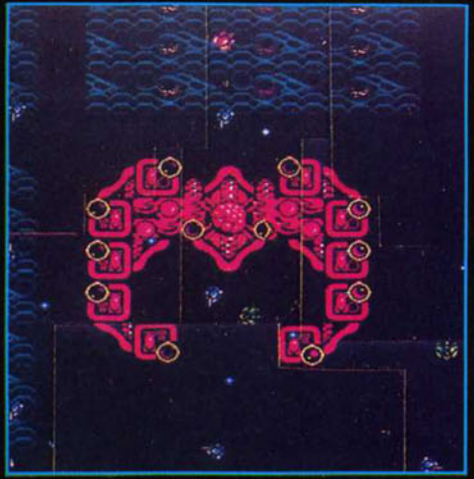
STAGE-3

This stage is very different from the other stages. The location of the boss changes each time you play, and all of the areas look alike. You will be shown a rough map before the stage begins showing the new location of the boss.





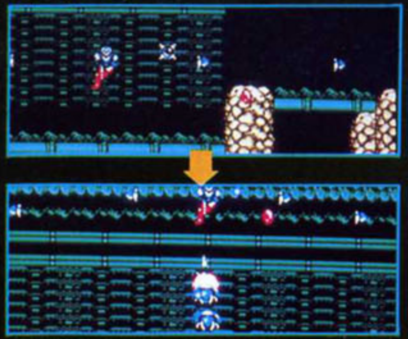


A CHART TO FLY BY

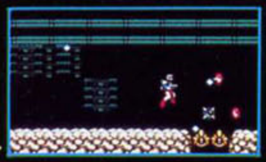
Use this chart to determine how far you must fly to find the boss. Remember, each time you play, the boss location will change and you will have to decide which is the best way to go about finding him again.

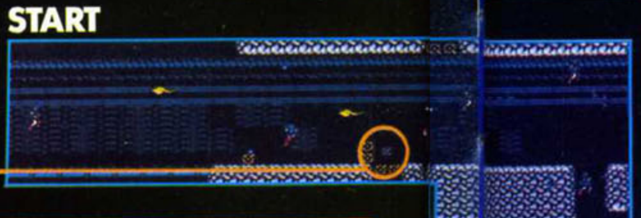
STAGE-4

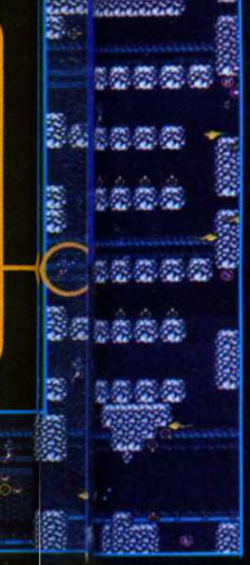
The trick in this area is to center yourself on the screen and shoot straight down.



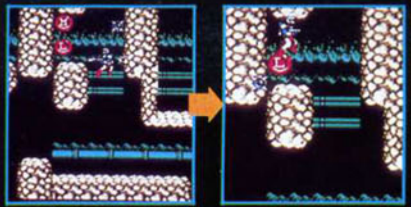
This special weapon circles your ship for added protection.



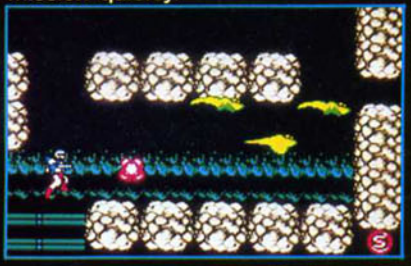


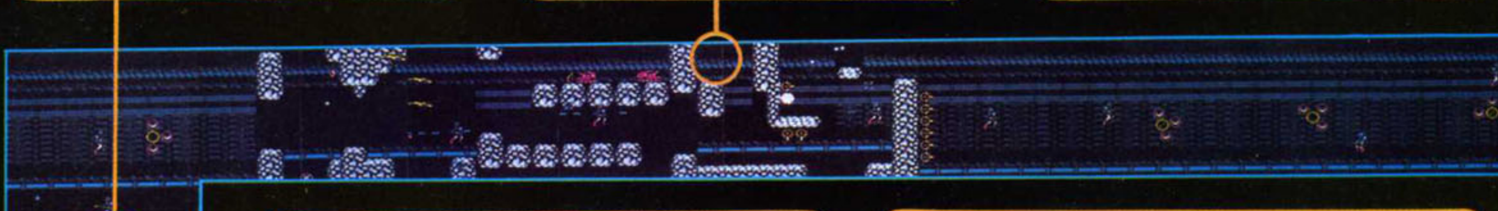


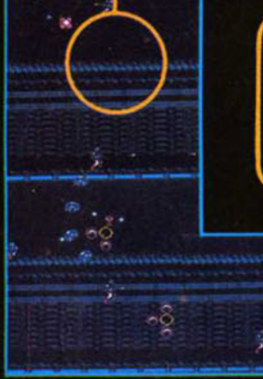
You can find Power-Up items in these alcoves, and there are no enemies to get in your way either.



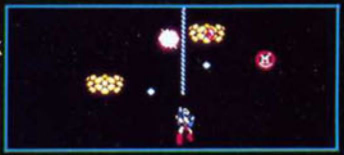
These passages are very narrow. Avoid the walls or risk ending your mission quickly.

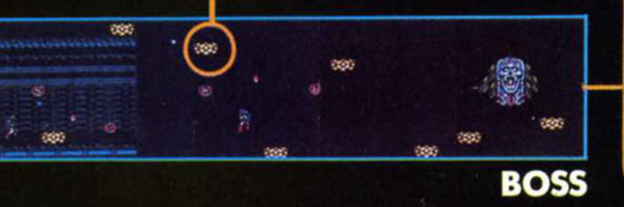






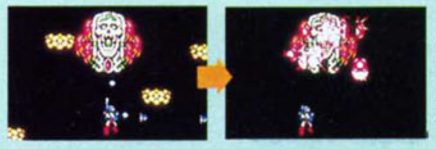
Jet forward and then back to trigger the falling blocks in this area.





How do you defeat this Stage Boss?

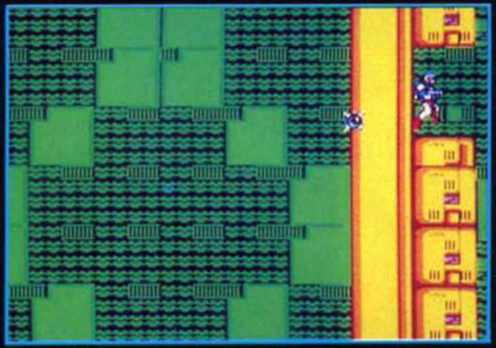
To defeat this boss,maneuver underneath him and shoot up. Be sure to move out from under him quickly when he lands, however, or you'll be crushed.



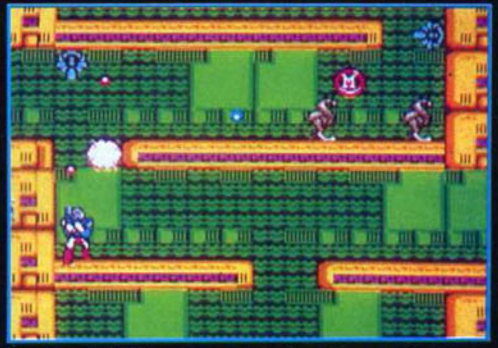
Get under him and fire at his feet.

STAGE-5

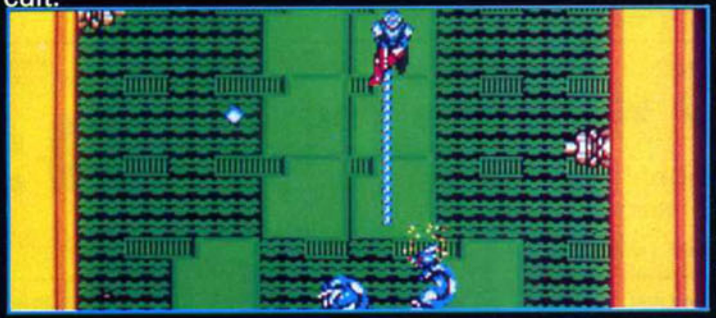
You are now nearing the heart of the alien base, and the enemies screaming down the passage towards you now are both stronger and faster than in previous stages. This stage is like a maze, and the combination of vertical and horizontal scrolling make it very difficult.



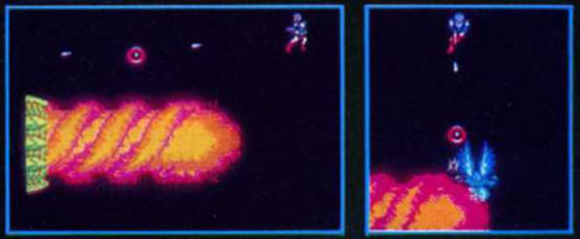
You will have to get to this safe spot quickly, or you'll be munched against the wall.



Be ready! The game begins to scroll at high-speed here.



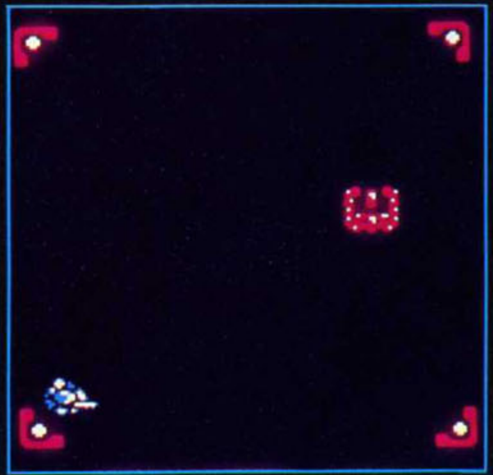
The best strategy here is to memorize the pattern of the passage and the enemy fighters. This will take some practice.



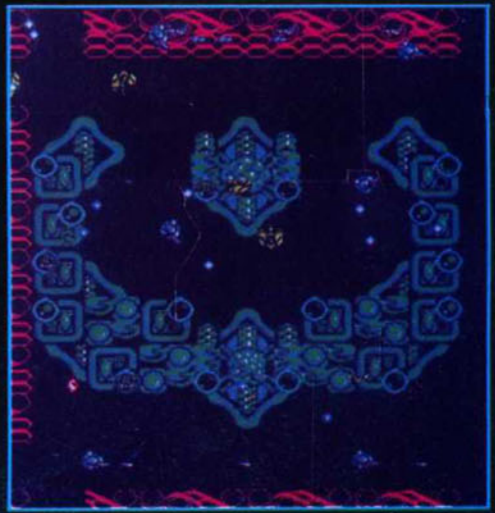
You will have to fight two bosses here: The Fire Spitter and the Blue Phoenix.

STAGE-6

This stage is very similar to Stage 3. The location of the boss is random again, and you will have to use a similar map to locate him. However, this time there will be many more enemies, and the action will speed up considerably.



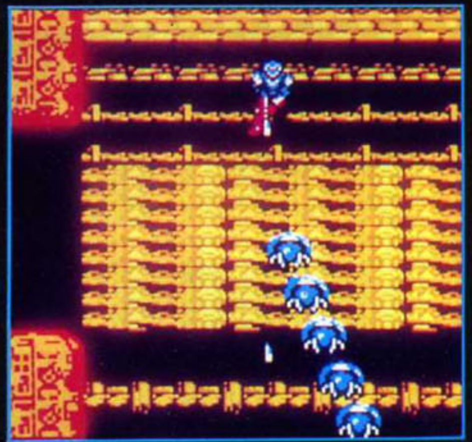
This map is used in the same manner as the map in Stage 3. Plan your attack route carefully.

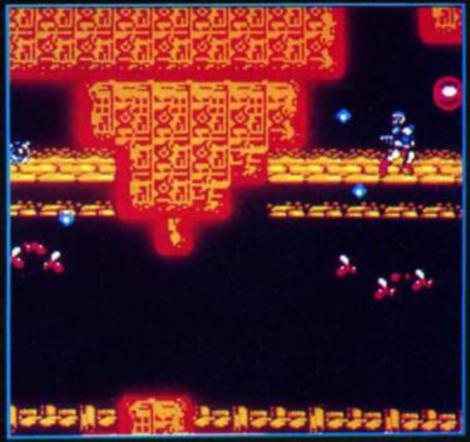


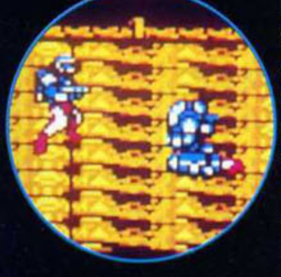
This boss can be defeated the same way you beat the boss in Stage 3.

STAGE-7

This is the final stage. You have almost completed your mission, but you can be sure that your enemies still have a few tricks up their alien sleeves. It will take all of your skills to navigate through these final passageways.







In the middle of this stage are some robots that try to latch onto you. These are very difficult to avoid without Speed Power-Ups.

WHAT AWAITS YOU IN THE HEART OF THE ALIEN FORTRESS? NO ONE KNOWS FOR SURE. WILL YOU BE THE FIRST BURAI FIGHTER TO ESCAPE ALIVE?

NINTENDO POWER

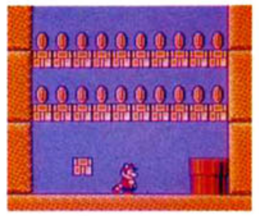
Spring Cleaning On The Top 30

TOP·30

If you've been following the Top 30 for the last several issues, you'll notice that some major changes have occurred. The old Top 3 were swept by a couple of rising stars—Super Mario Bros. 3 and Tetris. Teenage Mutant Ninja Turtles dropped to third place from its lofty position of number one, but we expect it will rebound. Another surprise is that The Legend of Zelda is on the rise, up from 6th place to 4th since the March/April issue.

Use this key to find out how your favorites are doing.

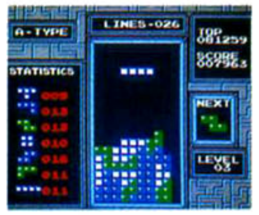
🟪	These titles are new to the Top 30. Keep a close eye on them.
🟦	Games that are really on the move. These games have jumped up several places on the poll.
🟩	Favorites that have maintained their popularity among the Top 30.



1 11,595 POINTS

SUPER MARIO BROS.3

It hasn't been out long for the NES, but Mario's third adventure was destined to greatness from the start.



2 5,570 POINTS

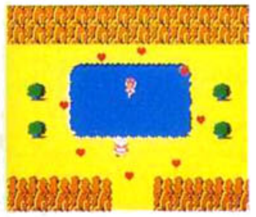
TETRIS

Direct from the USSR, Tetris is the ultimate brain-teaser and Nintendo's contribution to Glasnost.

3 4,995 POINTS

TEENAGE MUTANT NINJA TURTLES

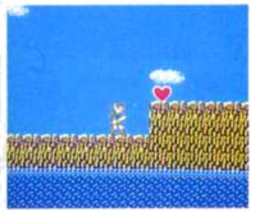
Down but not out, chances are the Rad Reptiles will soon be back in top form.



4 4,916 POINTS

THE LEGEND OF ZELDA

Boosted by a surge of sales and faithful fans all over the country, Zelda leaps up to 4th place!



5 3,928 POINTS

ZELDA II—THE ADVENTURE OF LINK

The adventure never seems to end in the magical world of Hyrule . . . and Gannon never seems to die.

6 3,792 POINTS

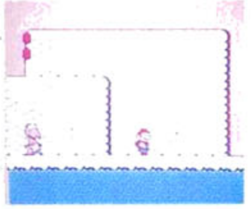
BATMAN

No one knows where Batman gets his toys, but you can get all the action of Gotham's greatest good guy in this glorious game.

7 3,539 POINTS

SHADOWGATE

What could be more fun than being lost in a haunted castle? Nothing, if you're a diehard Shadowgate fan.



8 3,470 POINTS

SUPER MARIO BROS.2

Although Mario and friends may be asleep in the world of dreams, their adventures will keep you up late into the night.

9 3,456 POINTS

MEGA MAN II

Mega Man will never rest while Dr. Wily is on the loose. The same could also be said of the many Mega Fans.

10 3,358 POINTS

NINJA GAIDEN

Ryu is still hot on the revenge trail, and Ninja Gaiden is still hot on the Top 30.

11	2,787 POINTS	DRAGON WARRIOR
12	2,559 POINTS	DISNEY'S DUCK TALES
13	2,529 POINTS	DOUBLE DRAGON II
14	2,494 POINTS	ROBOCOP
15	2,339 POINTS	TECMO BOWL
16	2,320 POINTS	METROID
17	2,232 POINTS	BATTLE OF OLYMPUS
18	1,936 POINTS	MARIO BROTHERS
19	1,688 POINTS	FAXANADU
20	1,584 POINTS	DOUBLE DRAGON
21	1,504 POINTS	BIONIC COMMANDO
22	1,463 POINTS	PAPER BOY
23	1,362 POINTS	BLASTER MASTER
24	1,260 POINTS	CHAMPIONSHIP BOWLING
25	1,077 POINTS	POPEYE
26	1,051 POINTS	LEGACY OF THE WIZARD
27	1,035 POINTS	THE MAGIC OF SCHEHERAZADE
28	945 POINTS	BACK TO THE FUTURE
29	928 POINTS	RAD RACER
30	906 POINTS	THE GUARDIAN LEGEND

TOP·30

Players' Picks

	GAME	PTS
1	Teenage Mutant Ninja Turtles	3419
2	Super Mario Bros. 3	3308
3	Super Mario Bros. 2	2580
4	Mega Man II	2291
5	Zelda II-The Adventure of Link	2149
6	Batman	1673
7	Dragon Warrior	1639
8	Ninja Gaiden	1398
9	Double Dragon II	1285
10	Disney's Duck Tales	1171
11	The Legend of Zelda	1150
12	Tetris	1099
13	Tecmo Bowl	1076
14	RoboCop	829
15	Super Mario Bros.	815
16	Castlevania II	753
17	Double Dragon	735
18	Faxanadu	669
19	Contra	659
20	Blaster Master	650
21	Mike Tyson's Punch-Out!!	649
22	Bad Dudes	634
23	Strider	592
24	Super Off-Road	569
25	Shadowgate	568
26	Who Framed Roger Rabbit?	555
27	Bionic Commando	534
28	Metroid	522
29	Blades of Steel	517
30	Super C	512

Extra! Extra! Turtles Take Top Honors Again!

There must be some mutant magic in those reptiles turned heroes, because they're back at the top in spite of a strong push by two SMB hits.

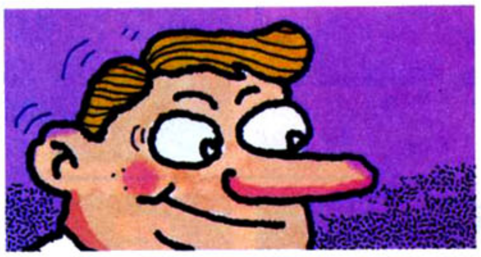
Pros' Picks

	GAME	PTS
1	Super Mario Bros. 3	4721
2	Battle of Olympus	2232
3	Shadowgate	2135
4	Batman	2119
5	The Legend of Zelda	2022
6	Zelda II-The Adventure of Link	1779
7	Willow	1262
8	Metroid	1245
9	Tetris	1213
10	Mega Man II	1165
11	Dragon Warrior	1148
12	Ninja Gaiden	1084
13	Legacy of the Wizard	1051
14	The Magic of Scheherazade	1035
15	Faxanadu	1019
16	Bionic Commando	970
17	The Guardian Legend	906
18	Super Mario Bros. 2	890
19	Nobunaga's Ambition	809
20	IronSword	744
21	Genghis Khan	728
22	Blaster Master	712
23	Clash at Demonhead	663
24	Mega Man	647
25	Tecmo Bowl	631
26	Baseball Stars	550
27	Ultima	469
28	Teenage Mutant Ninja Turtles	388
29	Castlevania	340
30	A Boy & His Blob	323

No Challenge Is Too Great For Pro Game Counselors

Three of the toughest and best games ever to come out for the NES scored tops with the world's most dedicated game playing professionals.

Dealers' Picks



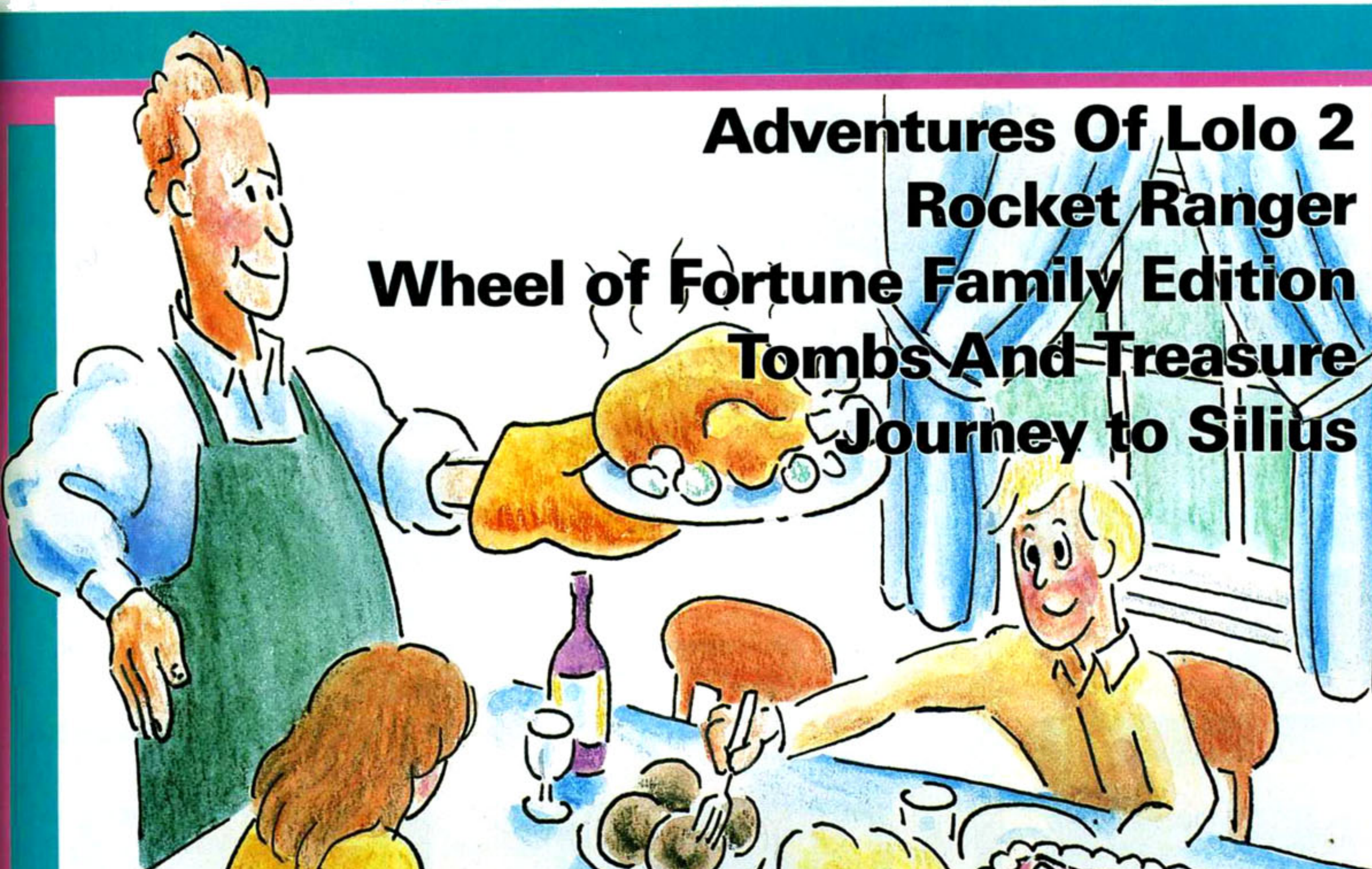
	GAME	PTS
1	Super Mario Bros. 3	3566
2	Tetris	3258
3	Mike Tyson's Punch-Out!!	2726
4	Mario Brothers	1936
5	The Legend of Zelda	1744
6	RoboCop	1665
7	Paper Boy	1463
8	Disney's Duck Tales	1388
9	Championship Bowling	1260
10	Double Dragon II	1244
11	Teenage Mutant Ninja Turtles	1188
12	Popeye	1077
13	Back to the Future	945
14	Rad Racer	928
15	Ninja Gaiden	876
16	Double Dragon	849
17	Donkey Kong Classics	842
18	Shadowgate	836
19	Donkey Kong 3	767
20	Marble Madness	682
21	Wheel of Fortune	670
22	Tecmo Bowl	632
23	Pinball	628
24	Jeopardy!	618
25	Excitebike	579
26	Metroid	553
27	Silent Service	539
28	Skate or Die	533
29	Golf	509
30	All Pro Basketball	499

Some New Games and Some Old Classics Make Dealers List

The wildest, wackiest SMB ever, Super Mario Bros. 3, got the top nod from dealers with the Russian rage, Tetris, and old fav Punch-Out!! close behind.

Spring Into Action With Five Hot Games

New Games Now Available



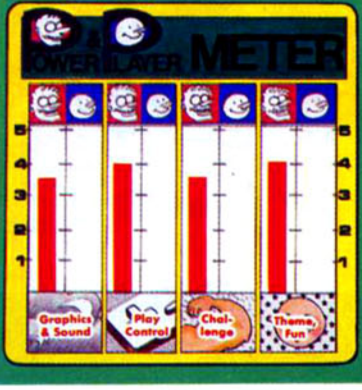
Adventures Of Lolo 2
Rocket Ranger
Wheel of Fortune Family Edition
Tombs And Treasure
Journey to Silius

We think that these "New Games" have lots to offer, but we just didn't have room in this issue to give them all full reviews. Each game has several unique features and megabits of excitement to speed up those endless days before summer vacation. So if the springtime doldrums are leaving your NES cold, heat it up with these titles.

ADVENTURES OF
LOLO
2
START
PASSWORD
©1987, 1989 HAL AMERICA INC

ADVENTURES OF LOLO 2™

TM Hal America © 1987–1989 Hal America

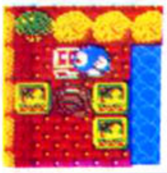


Once again Lala has fallen into evil clutches and Lolo bravely sets off to save her. This time he must solve the puzzles of a tower that soars to the sky. The same dastardly cast of enemies is back from the original Adventures of Lolo, and it's clear they wouldn't mind feasting on a Lolo-kabob. Like Lolo's first classic adventure, the trick to each room will involve lots of strategy. Move frames to block enemy attacks, collect Hearts and Power items, shoot enemies and even use them to achieve your own ends.

Plan Your Attack

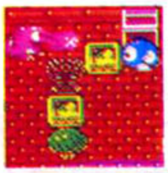
Every room presents a new and exciting challenge. Your first move should be to stay put until you've studied the layout of the room. Every frame has a purpose of one sort or another and every enemy can be blocked, dodged or defeated by Lolo.

Treasure Chest



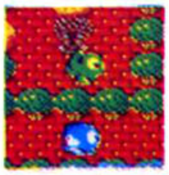
Collect the Hearts then go to the Treasure Chest. All enemies will disappear.

Emerald Frame



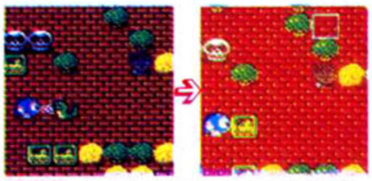
Trap enemies by pushing Emerald Frames to strategic locations.

Helpful Enemies



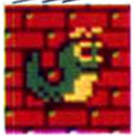
Use Rocky or Leeper as a shield to block enemy shots by walking behind him.

7th Floor Warp

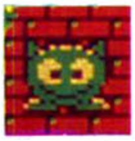


Shoot Snakey twice and push an Emerald Framer to where the Snakey was.

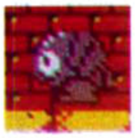
Lolo's Enemies



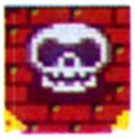
Snakey is harmless, but sometimes helpful, too.



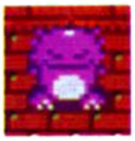
Leeper falls asleep when he touches Lolo.



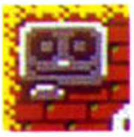
Alma rolls about and can defeat Lolo with a touch.



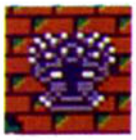
Skull comes to life when Lolo has every Heart.



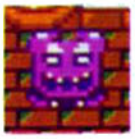
Gol fires flaming breath once Lolo has the Hearts.



Rocky tries to push Lolo into a corner and pin him.

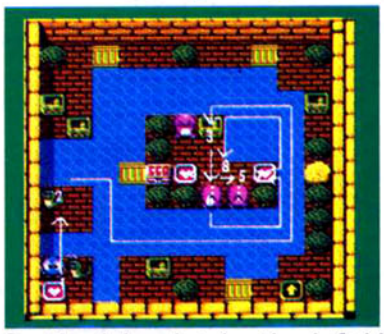


Medusa shoots the deadly Evil Eye.

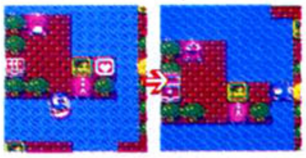


Don Medusa roams about and fires the Evil Eye.

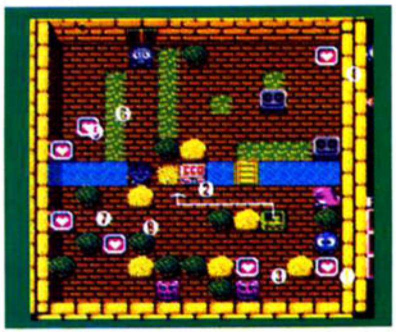
Tips For Tough Rooms



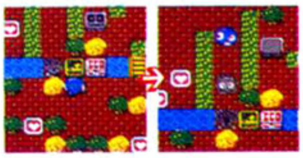
On the island, take the left Heart Framer and turn the left bottom Gol into an egg. Float on the egg to the Right and Up. Quickly grab the Heart, get back on the egg and move Up.



You have to be very fast getting the second Heart.



In this 7th Floor room, push the Emerald Framer just to the left of the Medusa. Cross the stream and wait to cross the path when the Alma shields Lolo from the Medusa's Evil Eye.



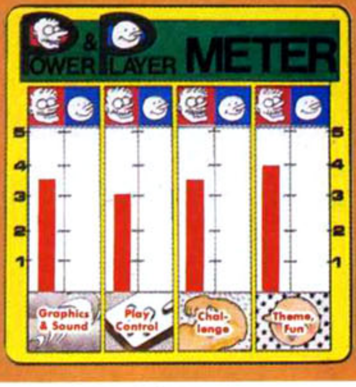
Grab the Hearts and return using the same method.

ROCKET RANGER

ROCKET RANGER™

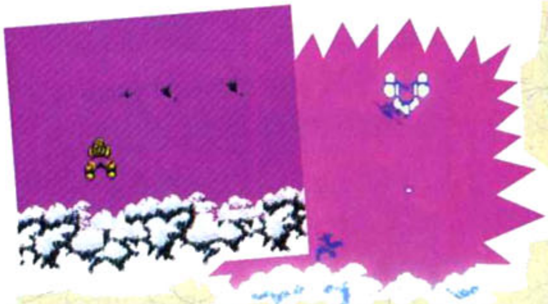
TM & © Cinemawave

The Leutonians are well on their way to enslaving the entire planet. Already their domination of space is complete and their bases are spreading on Earth like weeds. If there is any hope at all it lies with a special American commando who patrols the world wearing a special rocket suit and who is known only as The Rocket Ranger. As you play Rocket Ranger the story continues to unfold according to the actions that you take. There's great action and graphics, too.

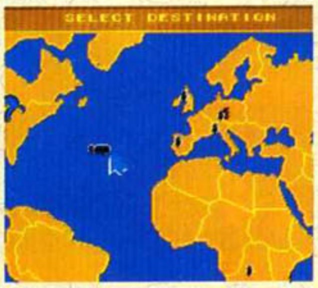


The Leutonian Empire Is Conquering Earth

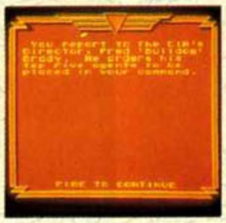
A space age Rocket suit, over-the-shoulder combat views and a text story that sums up the action put Rocket Ranger in an orbit of its own.



Around the world on a mission to rescue an American scientist and free the Earth, the Rocket Ranger discovers secret rocket labs and an evil plot. But time is quickly running out!

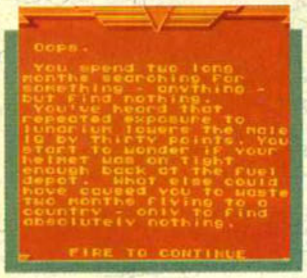


Not every country is held by the enemy. Flying to the wrong country wastes precious fuel.



You report to the CIA's director, Fred 'Bulldog' Brody. He orders his top five agents to be placed in your command.

FIRE TO CONTINUE

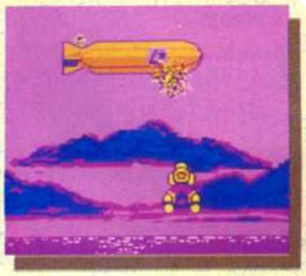


Oops.

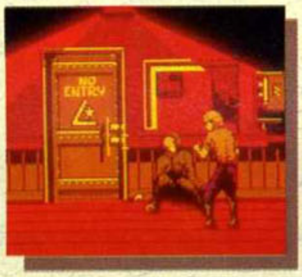
You spend two long months searching for something - anything - but find nothing.
You've heard that repeated exposure to lunarium lowers the male IQ by thirty points. You start to wonder if your helmet was on tight enough back at the fuel depot. What else could have caused you to waste two months flying to a country - only to find absolutely nothing.

FIRE TO CONTINUE

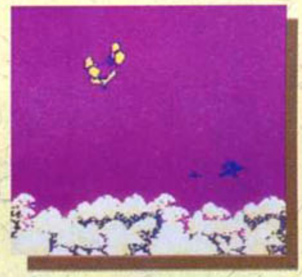
Messages will help you decide your course of action.



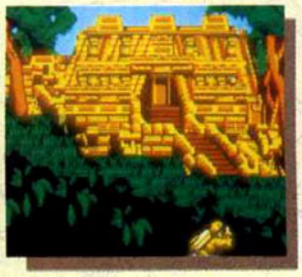
Your first target is the Hindenberg, a great airship racing back to the Leutonian capitol in Europe with captives.



Every lab is guarded, so you'll have to fight to gain the rocket parts you need.



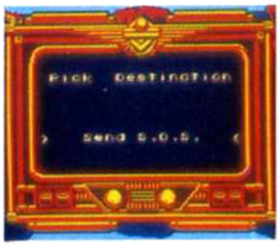
Aerial patrols will attack you in the skies above the Leutonian headquarters.



Attack the jungle base by shooting the open windows and dodging enemy fire.

Save Our Species

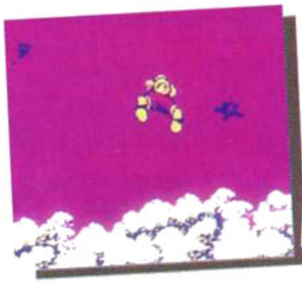
Run out of gas in the middle of nowhere? An S.O.S. will save your skin.



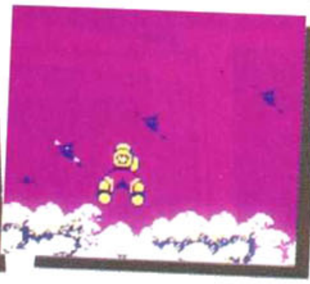
Pick Destination

Send S.O.S.

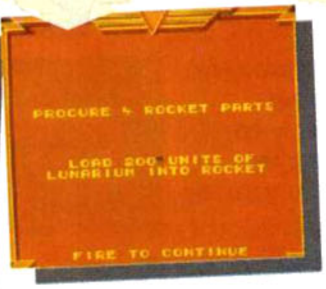
Use S.O.S. to call for a rescue mission. You'll lose time, though, so don't waste precious fuel.



In a dogfight, quickly move the Rocket Ranger to a position just above the lead aircraft.



Stay on target and fire. The enemy will continue to approach in waves.



PROCURE 4 ROCKET PARTS

LOAD 200 UNITS OF LUNARIUM INTO ROCKET

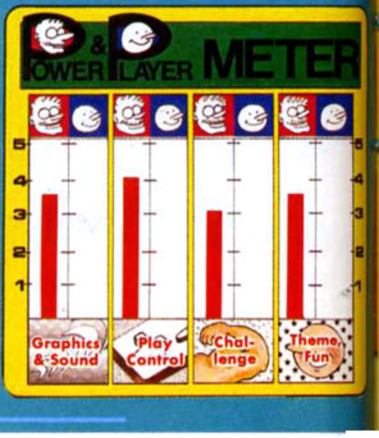
FIRE TO CONTINUE

Five rocket components are needed to build a rocket that can take you to the moon. There you must stop the Leutonians from carrying out their evil plans.

WHEEL OF FORTUNE
ELEVISION PROGRAM PRODUCED BY

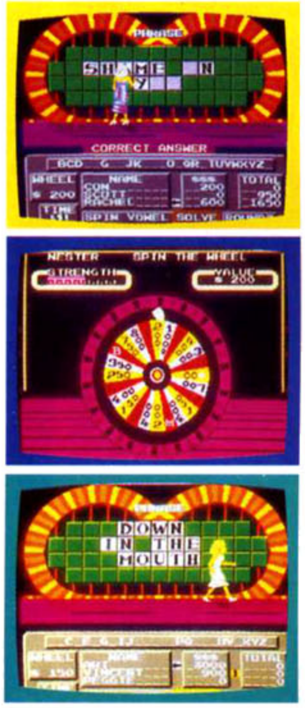
WHEEL OF FORTUNE FAMILY ED.™

R & © 1990 Califon Productions Inc. Program and Audio-Visula by Rare, Ltd.



The Family Edition of this latest GameTek version of Wheel of Fortune has all the features of previous games and a few added extras. There are some new puzzle categories, tougher puzzles in all categories and new prizes in the final round. One to three players compete against the computer or each other. The rules will be familiar to most people from the popular TV show. Wheel of Fortune Family Edition is the closest thing to actually being there, and it's probably more fun.

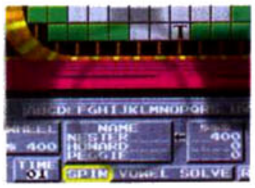
The Choice Is Yours



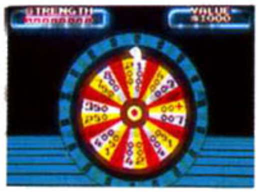
An older version of the game, Wheel of Fortune Jr., features puzzles that kids will be more familiar with than adults, whereas Wheel of Fortune Family Edition will challenge everyone. And with a new randomizing function added by GameTek, you won't run into the same puzzle over and over, which was a problem with the original Wheel of Fortune Game Pak.

TV Strategies Work

On TV, contestants use the strategies below to buy extra time and increase their winnings.

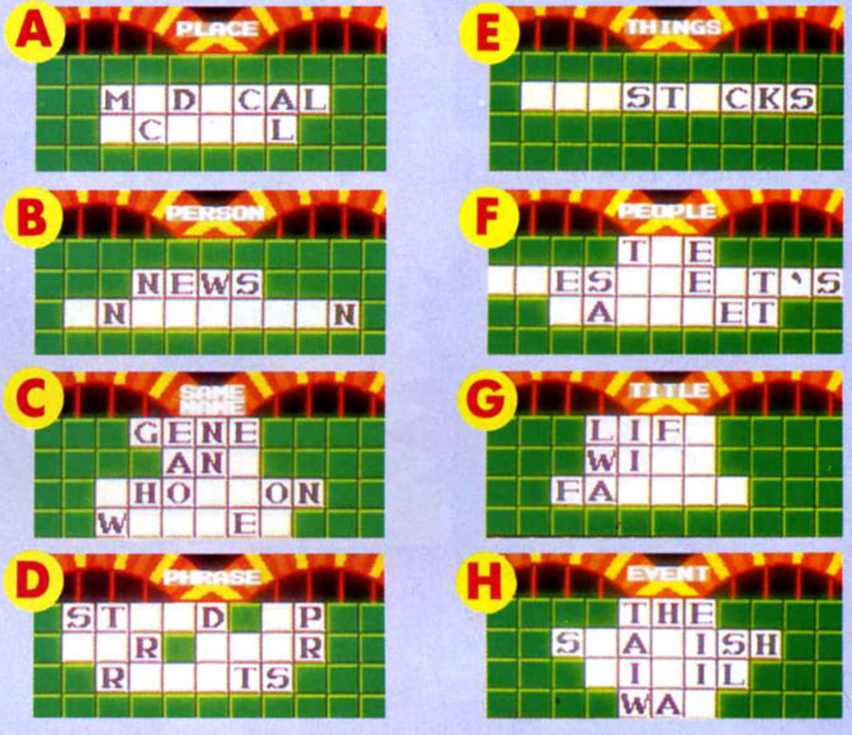


Even if you know the puzzle's answer, keep spinning the wheel to earn big bucks.



Spin the wheel hard and you'll have longer to think about an answer.

TRY YOUR LUCK AT THE WHEEL


A
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Spinning And Winning To The Grand prize

ANSWERS

Ⓐ MEDICAL SCHOOL

Ⓑ NEWS ANCHORMAN

Ⓒ GENE AND THORTON WILDER

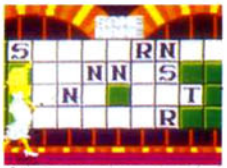
Ⓓ STAND UP FOR YOUR RIGHTS

Ⓔ JOY STICKS

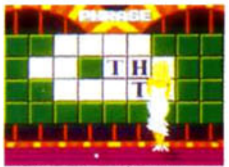
Ⓕ THE PRESIDENT'S CABINET

Ⓖ LIFE WITH FATHER

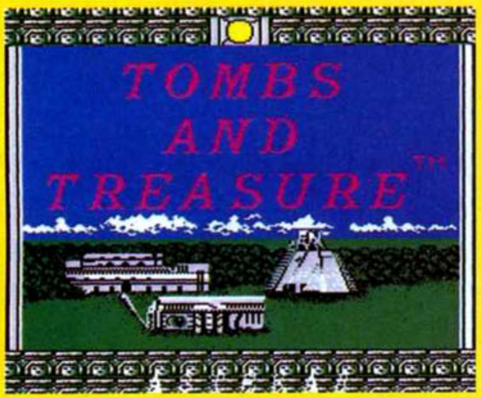
Ⓗ THE SPANISH CIVIL WAR



Choose the most common consonants first: R,S,N,T.

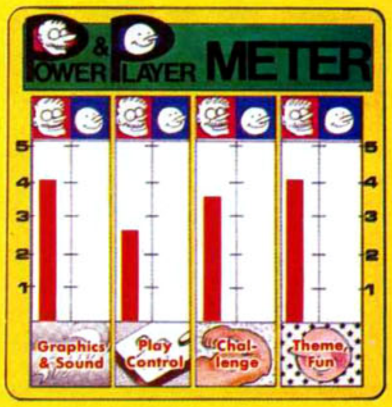


Filling in simple words extends your turn and gives you time to think.



TOMBS AND TREASURE™

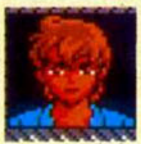
TM & © 1990 Infocom



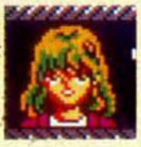
Vast wealth and danger lie hidden in an ancient Mayan ruin. Already one expedition has failed, falling victim to evil demons which are trapped in the tombs and pyramids. Leading a party of three, you must retrace the steps of the lost expedition, battle spirits from the Mayan past, piece together puzzles that have defied understanding for a thousand years and stay alive in the process. It won't be easy. You'll have to try every command and item, and you'll need some luck, too.

Helping Hands

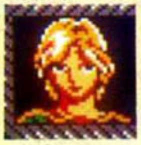
You won't be alone. Jose, who was Prof. Ines' guide, and the Professor's daughter will go with you.



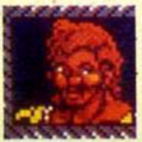
Leader
Enter your own name and lead the party through Chichen Iza.



Miss Ines
Choose a first name for the Professor's daughter when you start.



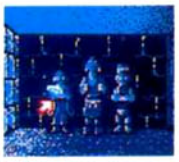
Anne
Prof. Ines' secretary helps you get started on your quest.



Jose
Jose has a great deal of useful information from the first expedition.

Much Is Hidden

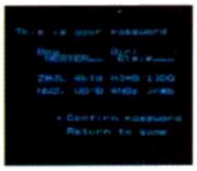
Many items are hidden somewhere in a room or in another object. Be sure to Look everywhere.



Choose the Look command and point the cursor at an item.

Save the Game

Along with your passwords, write down the names you've given yourself and Ms. Ines.



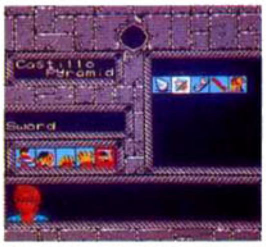
This is your password

• Confirm password
Return to game

Check the Password's accuracy in the game.

Action Commands

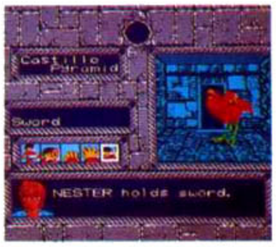
Commands let you Look, Go, Use items, Fight, Take items and do much more -14 commands in all. Try each of the commands in every room.



Choose command icons by scrolling left or right through the Command Window.

RPG Style Fights

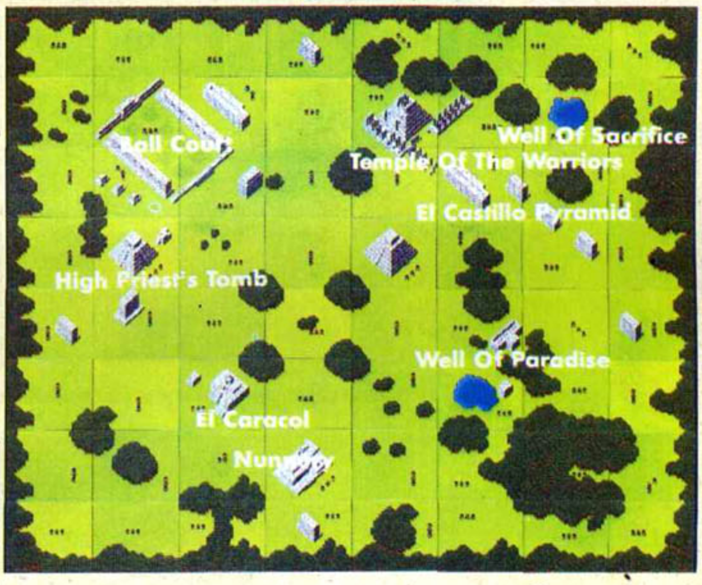
Once the Fight command is given, the computer determines the winner. Hit Points lost during the battle will recover automatically if you win.



NESTER holds sword.

Following hints in the proper order, you'll encounter demons you can beat.

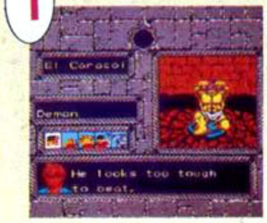
The Lost City of Chichen Iza



Eventually you'll visit each temple and tomb, but if you follow the hints and clues in the order they're given you'll have greater success. Many ruins hold terrors that are best left for later.

Defeat Demons

①

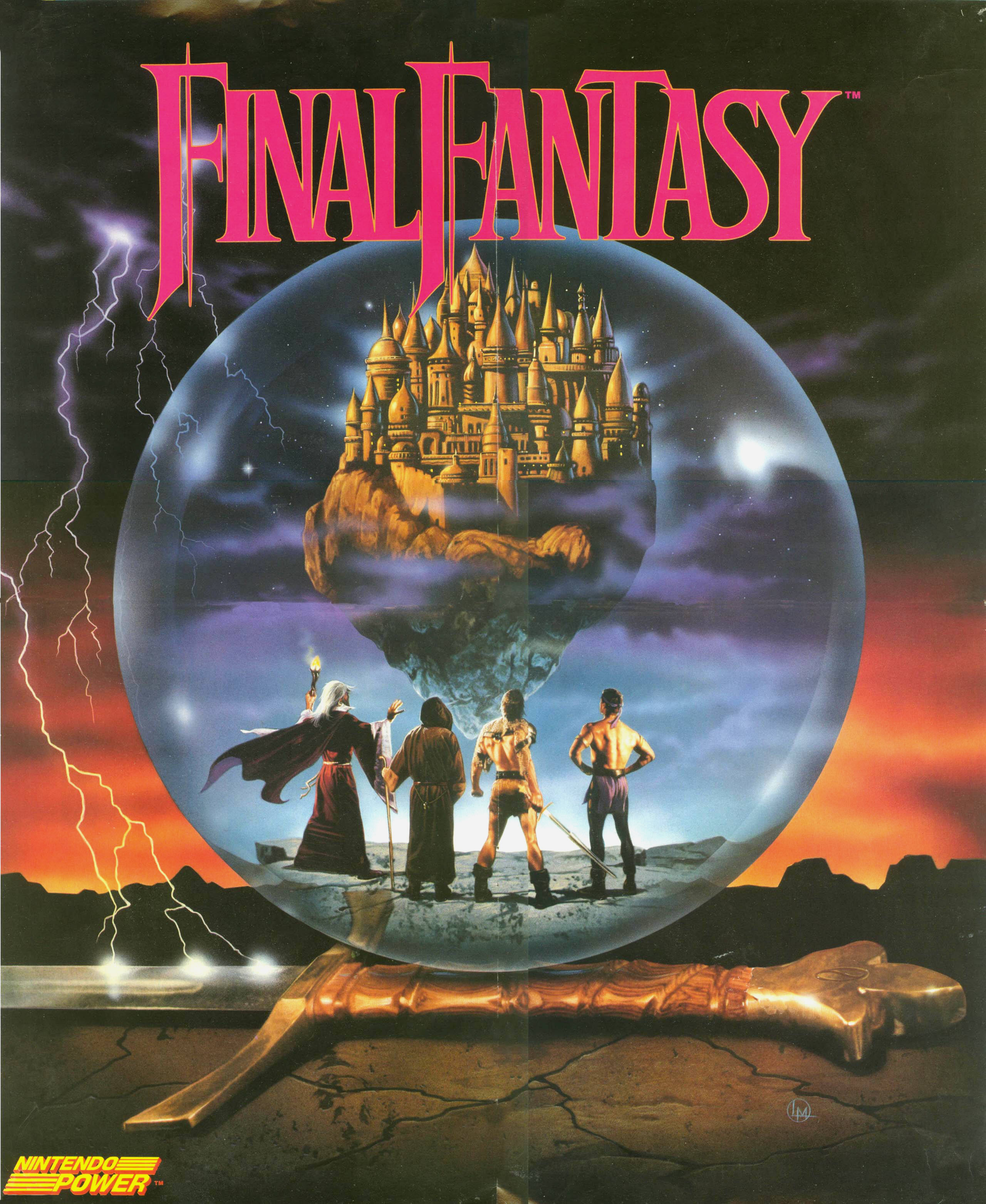


He looks too tough to beat.

If you run away from a fight, you'll miss vital clues and items, which are needed to complete the game.

② It is important to follow the clues that are given to you. Don't wander about the city exploring; go where you're told. The demons you meet will be tough, but if you go where you're told you'll defeat them.

③ The Password, which is obtained by looking into the Ixmol Jewel, can be double checked. Confirm that your Password is correct before turning off the game.


FINAL FANTASY™
NINTENDO POWER™

JOURNEY TO
SILIUS
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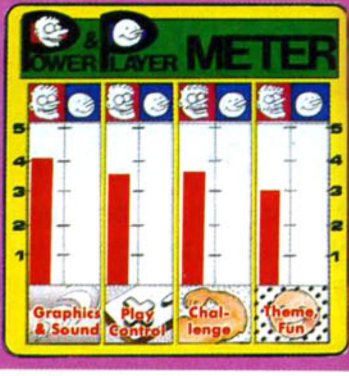
JOURNEY TO SILIUS™

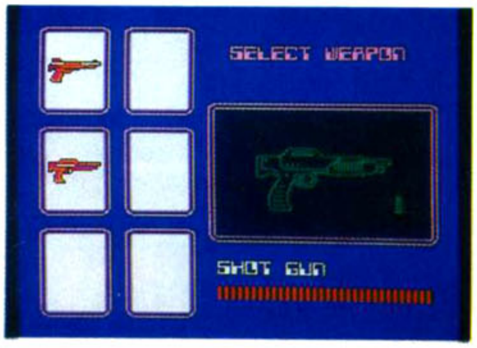
© 1990 Sun Corporation of America

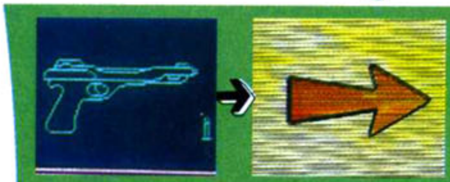


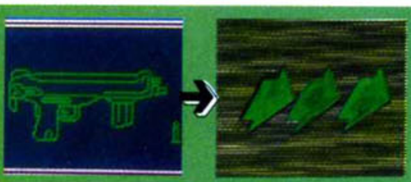
On a war ravaged planet, Jay sets out to avenge the death of his father. He learns that the terrorists who threaten the existence of the space colony were involved, and now he must finish the mission his father began. Armed with only a pistol and shotgun as he makes his way through the ruins, Jay finds better weapons and Power Ups as he progresses. It takes fast reflexes to dodge the mortar rounds and rocket launchers, not to mention the terrorist controlled killer robots. And it gets worse with every step on the Journey To Silius!

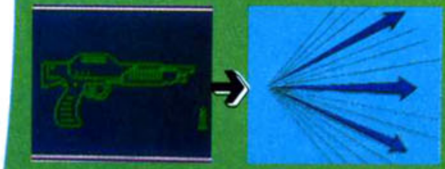
Look For Powerful Weapons In Each Stage

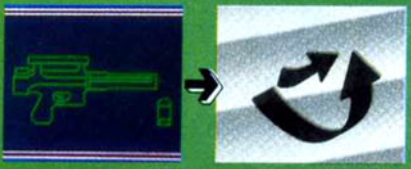
Different situations require different weapons. A quick switch using the subscreen and you're equipped for the worst.




The Hand Gun is your most basic weapon. It won't run out of ammo.


The power of rapid fire is what you get with the Machine Gun.


The Shotgun fires in a fan pattern. It's good for high or low targets.


Missiles can home in on a target, and they're very powerful.

The trick is to balance your use of the weapons that are available. The Shotgun fires a wide pattern, the Hand Gun won't run out of ammo.

Robot Walkers stomp on Jay.

Hover Robots shoot downward.

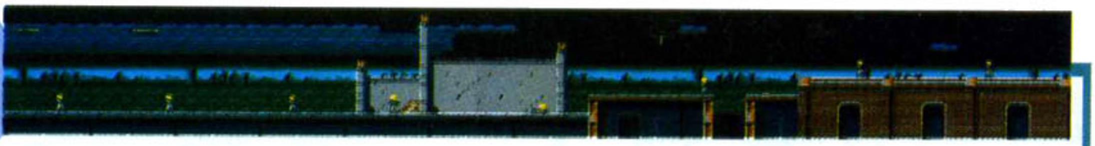
Beware of the Rocket Launcher.

Bunker Guns pop up and shoot. They're easy to destroy from behind.

The Blue Capsule boosts Gun Power.

Red capsules add to Life Power.

START

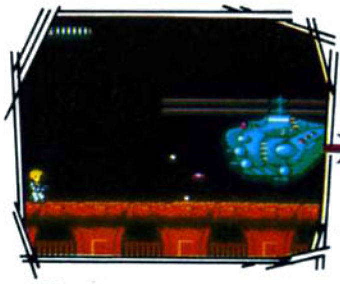


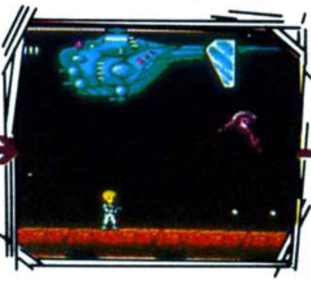
The Hydraulic Cannon

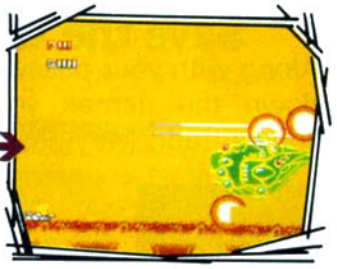
This cannon adjusts its height to fire directly at Jay.

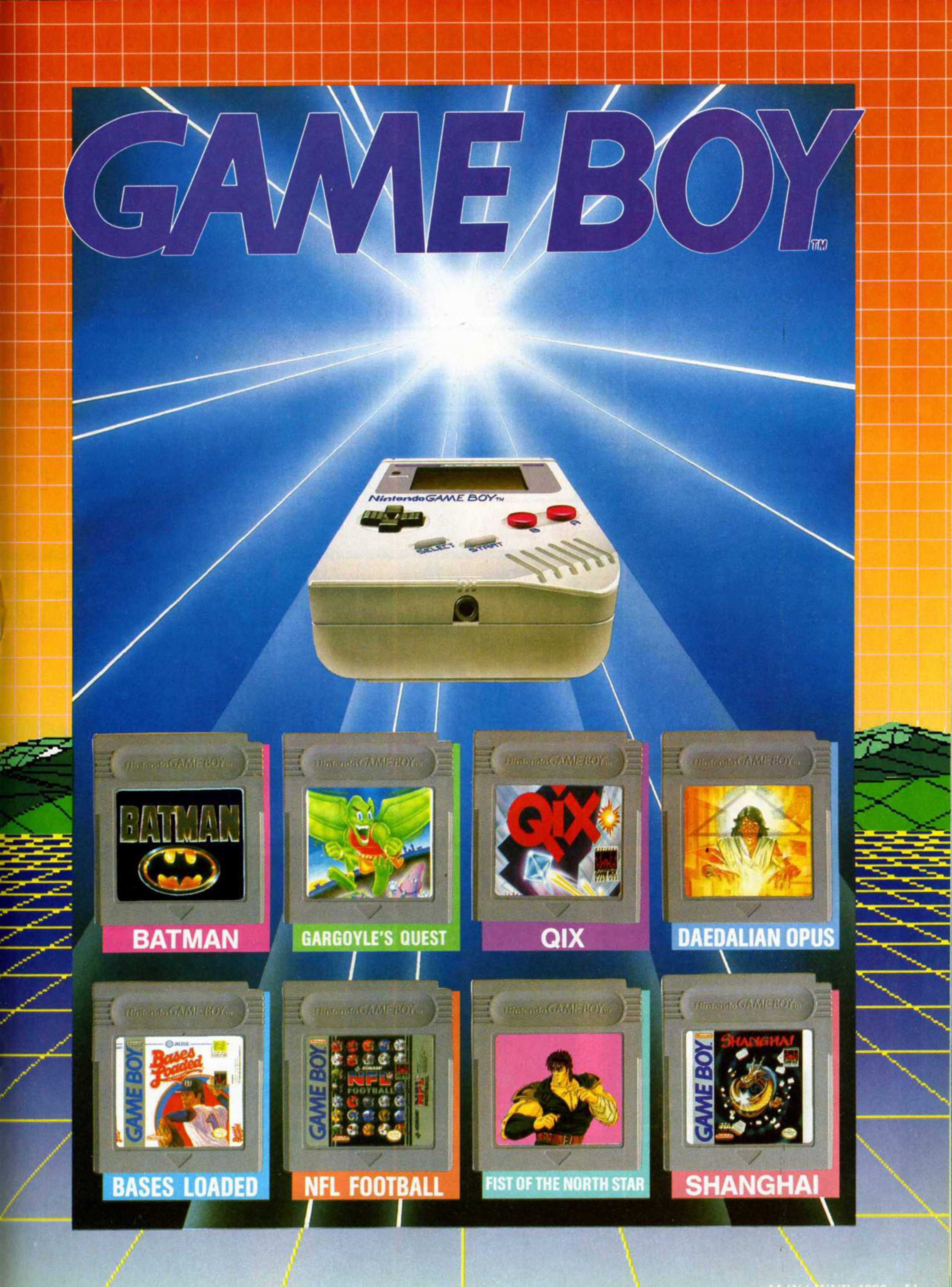
Alternately duck and jump to avoid getting burned.

Defeat the Cannon and you will earn the Machine Gun


The final enemy is the Battle Helicopter.


First defeat the Hoppers that jump at you.


Beating the Helicopter is only your first test.

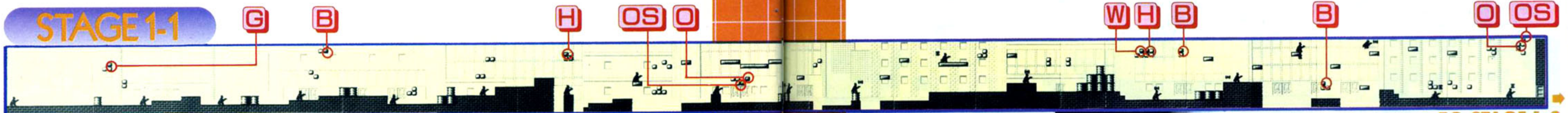

GAME BOY™
Nintendo GAME BOY™
SELECT
START
B
A
BATMAN
GARGOYLE'S QUEST
QIX
DAEDALIAN OPUS
BASES LOADED
NFL FOOTBALL
FIST OF THE NORTH STAR
SHANGHAI

BATMAN™

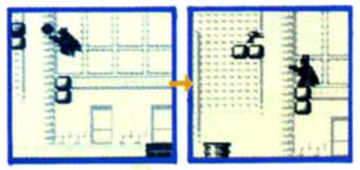
New Cinema scenes tell the story of Batman's Game Boy adventure.

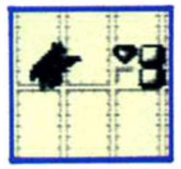
Power on. The Bat Symbol appears twisting, turning. The music builds, the symbol slows and fades, and Batman's new Game Boy adventure from Sunsoft begins. Batman observes from his hidden headquarters that the police are on Jack Napier's trail. The police know that if they get Boss Grissom's "top guy," he'll lead them to Grissom. Batman knows this, too. What he doesn't know is that he's about to embark on a four-stage journey that will pit him against the city's newest crime boss, The Joker.

STAGE 1-1



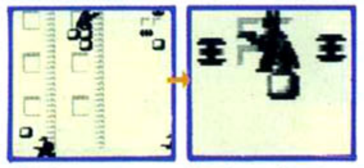
The streets of Gotham City are crawling with Napier's goons and lookouts. Fight them off and make your way to the factory.





Blast the shaded Bricks to uncover special items and earn points, energy or new abilities.

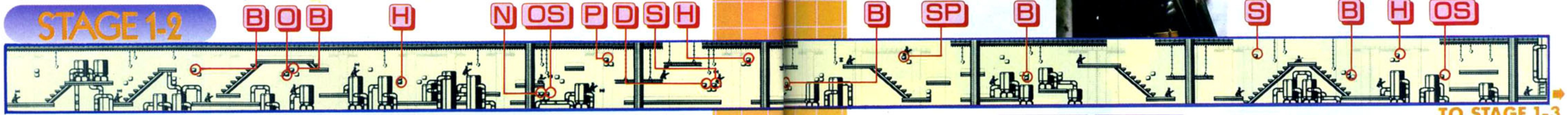
Jump on the platforms above the street to avoid the enemies down below.



TO STAGE 1-2

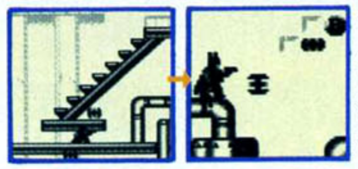
Collect the Option Weapon and a Bat Symbol rotates around Batman.

STAGE 1-2



TO STAGE 1-3

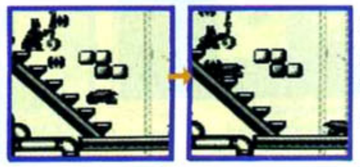
The fight continues inside the Axis Chemical Factory. Climb the stairs cautiously and don't drop between platforms.



You can collect as many as three Option Weapons!

Collect the "P" symbol for super weapon strength.

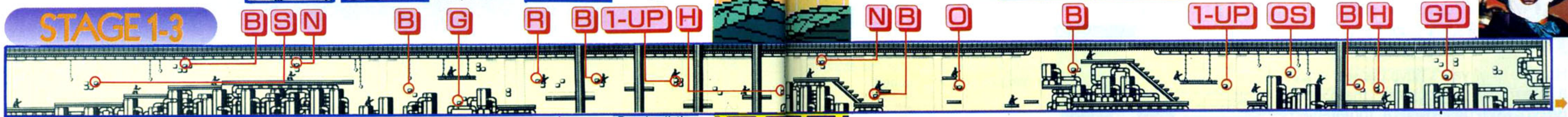
The Smoke Pellet will pulverize all enemies on the screen at once.



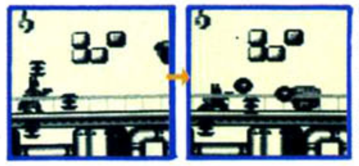
Stop at the right height and defeat the enemies on the next platform.

Wait for this bug-like creature to climb the stairs and blast it on level ground.

STAGE 1-3

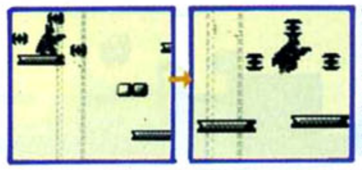


The action is even more intense deep in the factory. Napier is close. Keep your guard up.



Get the Batarang and use it for the rest of the fight.

Break all the blocks for a clear jump before you collect the 1-Up here.



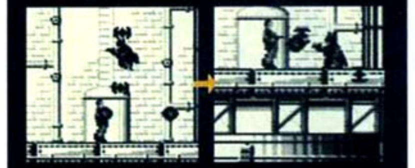
Wait until the moving platforms get close to each other and jump!

You may be able to collect this 1-Up with the right touch but it's best just to leave it alone.

BOSS

STOP NAPIER!

Jack Napier is a tough one. Use your Batarang or Normal Weapon against him and avoid his shots. Jump over him when he gets close.

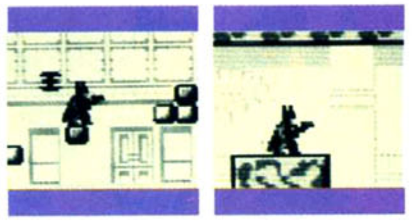


To fight Napier, knock him into the vat of acid below and turn him into the Joker.

How can you possibly fear a villain who smiles so much?

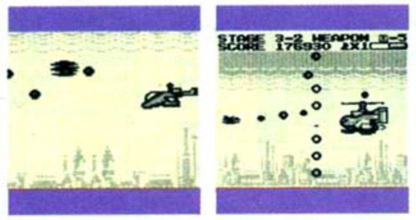
STAGE 2

Transformed, Napier has begun a reign of terror as the Joker. Your search leads to the Museum.



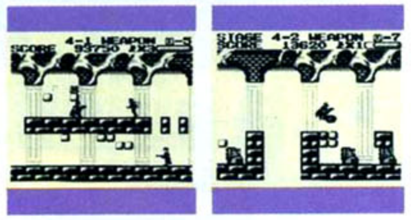
STAGE 3

Take to the air in the Batwing and fight The Joker's minions above Gotham City.



STAGE 4

The Joker has fled to the Gotham City Cathedral. Match wits with him and put an end to his evil reign.



SPECIAL ITEMS KEY

G=Weapon Strength Increase
D=Weapon Strength Decrease
B=Bonus Points
H=Energy Increase
O=Option Weapon
OS=Option Speed Increase
W=Wave Weapon
P=Power Weapon
N=Normal Weapon
S=Short and Rapid Shots
R=Batarang

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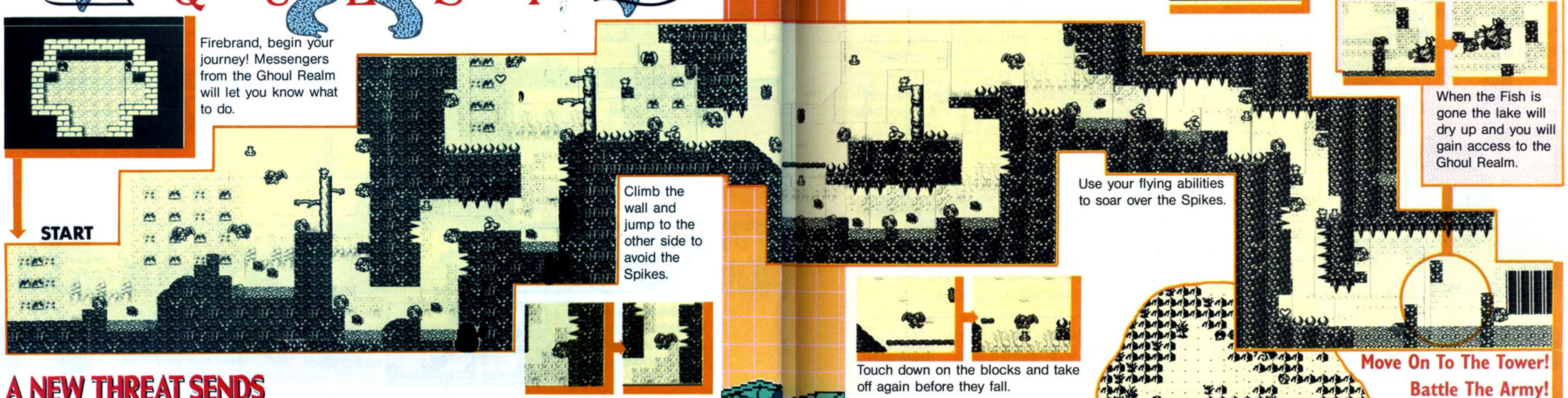
ACTION! ROLE PLAYING!

GARGOYLE'S QUEST™



Firebrand, begin your journey! Messengers from the Ghoul Realm will let you know what to do.

Climb the wall and jump to the other side to avoid the Spikes.

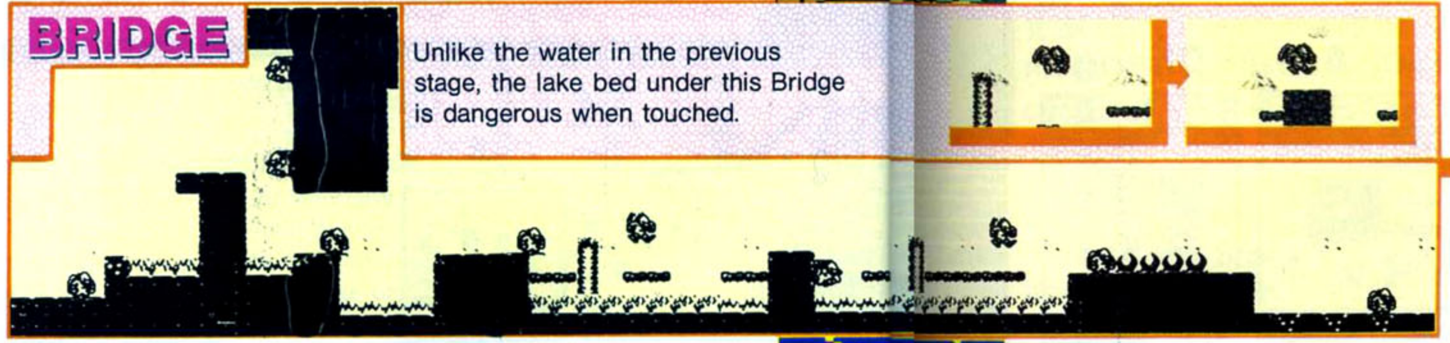
Use your flying abilities to soar over the Spikes.

Touch down on the blocks and take off again before they fall.

A NEW THREAT SENDS FIREBRAND INTO ACTION

Hundreds of years have passed since a great fire swept over the Ghoul Realm and destroyed a threatening army. Now a new army has come forward to claim the Realm. Firebrand, a brave Gargoyle with great fighting skills and a very limited ability to fly, is the Realm's only hope.

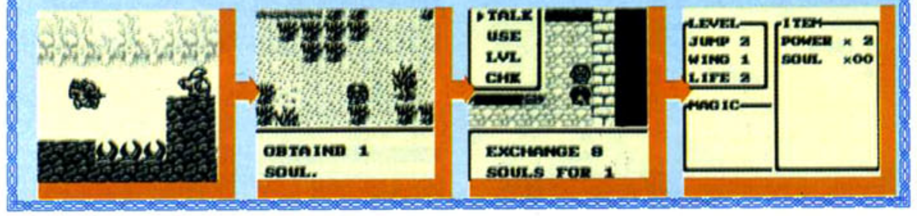
BRIDGE



Unlike the water in the previous stage, the lake bed under this Bridge is dangerous when touched.

EARN EXTRA LIVES!

On your journey you'll come across some Mushroom symbols. Collect them and you will add to your Soul total. When you reach towns you can use Soul points to purchase 1-Ups for more chances to battle the evil empire.



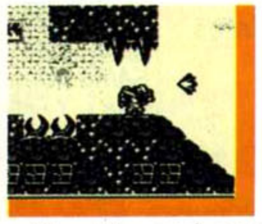
OBTAIND 1 SOUL.

EXCHANGE 8 SOULS FOR 1

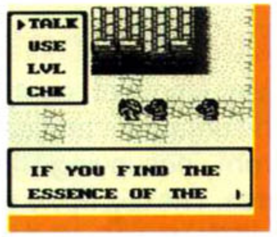
JUMP 2
WING 1
LIFE 2

POWER × 2
SOUL ×00

THE BEST OF BOTH WORLDS!



The excitement of an action game and the depth of a role playing game are combined in Gargoyle's Quest from Capcom. It's a new kind of Game Boy adventure. Venture through the land with side and overhead views in a style similar to Zelda II: The Adventure of Link.

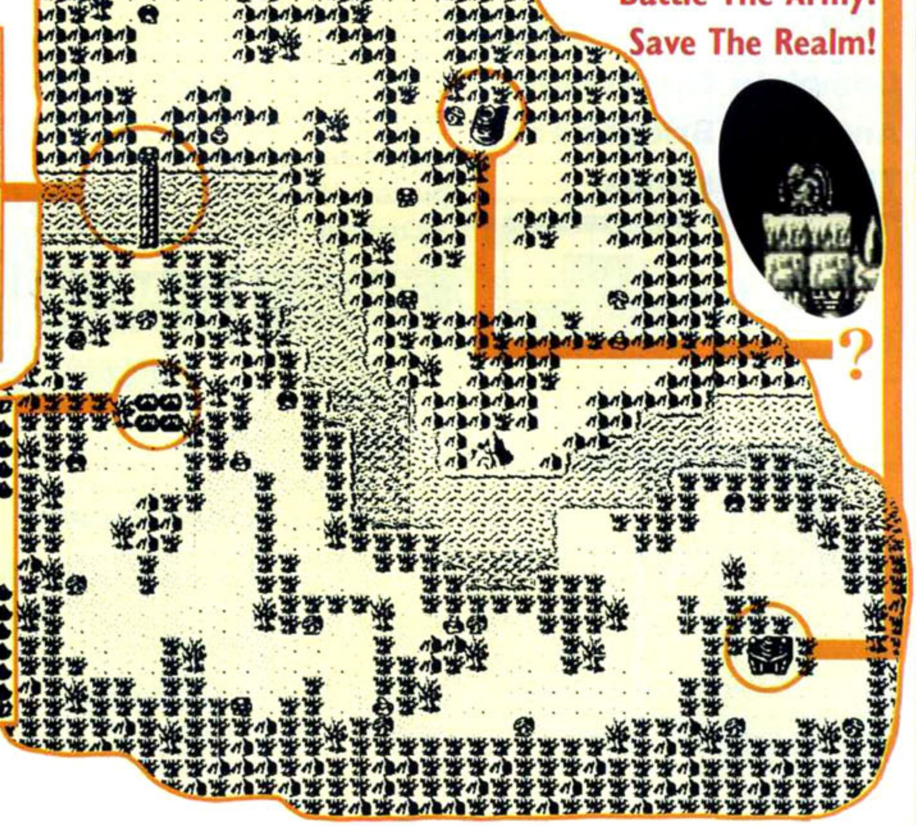


IF YOU FIND THE ESSENCE OF THE

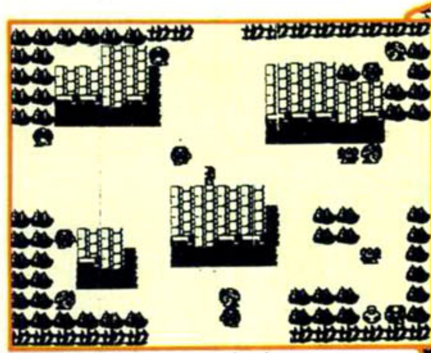
GAIN ENTRANCE TO THE PORTAL!

The only way to enter the Dimension Portal is to defeat the skeleton-like Fish that blocks the way. Stay in the center and fire at the Fish. Then jump out of the way when the Fish draws near.

When the Fish is gone the lake will dry up and you will gain access to the Ghoul Realm.



Move On To The Tower!
Battle The Army!
Save The Realm!



Learn about your mission and the mysterious Tower from villagers.

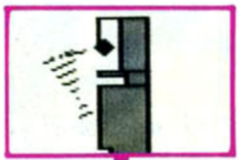
QIX

Claim your territory in an hazard filled space by drawing complete shapes before the enemy elements get too close. This arcade classic translates perfectly to Game Boy. It's from Nintendo!

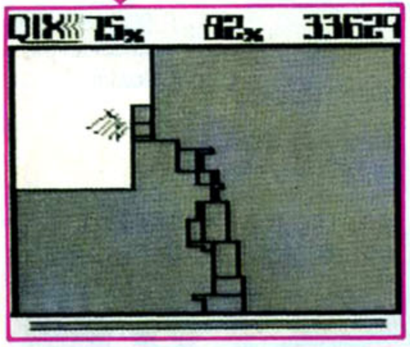
OFFICIAL GAME BOY VIDEO LINK GAME PAK

Gain Ground

If you draw shapes covering 75 percent of the field, you'll complete the stage. Draw slowly and earn extra points!

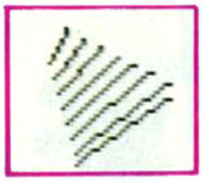


Secure three quarters of the area with squares and rectangles.

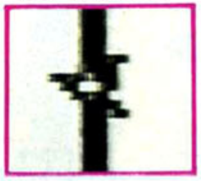


Avoid Contact

Two kinds of entities roam the area bent on keeping you from occupying the game area. The Qix flows freely and will finish you off if it touches an unfinished shape. The spark follows the lines and will catch up to you if you hesitate.



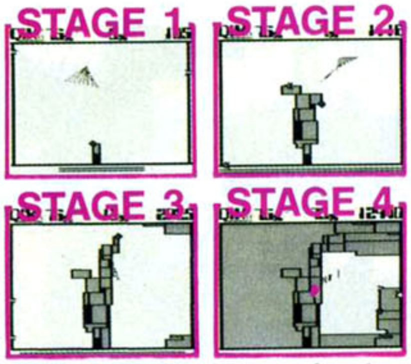
◀ The movement of the Qix is fast and free.



The Sparks sting if they reach the end of the line. ▶

Build Gradually And Score Big!

You'll avoid capture from the Qix by completing small shapes that build upon each other and by working step-by-step across the screen.



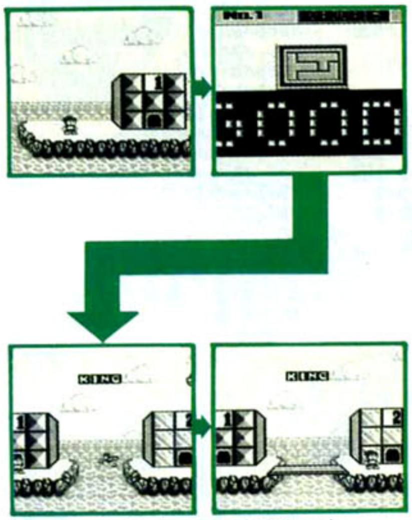
Fill in small shapes, one after the next, and surround the Qix.

DAEDALIAN OPUS™

This one is a winner for fans of challenging piece-fitting puzzles. The puzzles in Daedalian Opus from Vic Tokai start simple and become insanely perplexing in advanced stages.

OFFICIAL GAME BOY VIDEO LINK GAME PAK

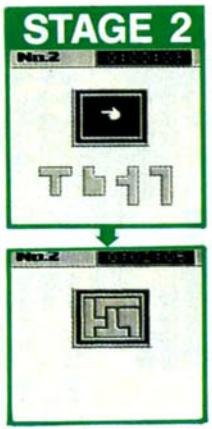
Complete The Stages And Build Bridges To The Next Islands



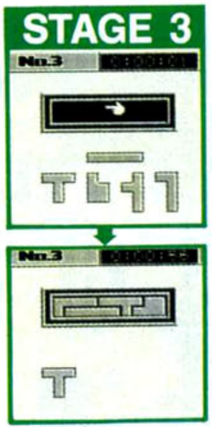
Each puzzle is on an island. When you fit all of the pieces together, you'll move on.

Puzzle Pieces Increase, Areas Change

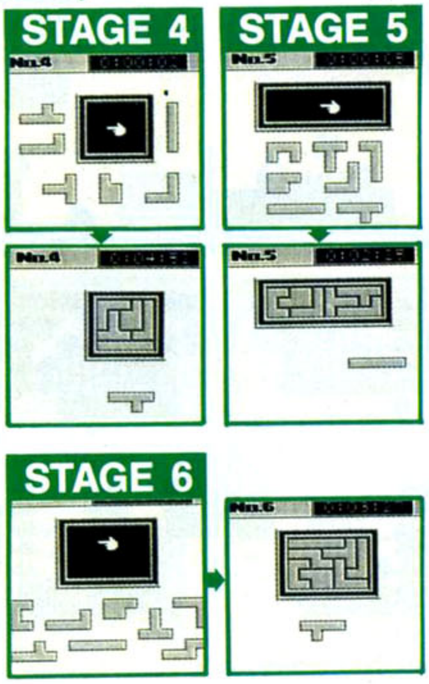
As the shapes to fill get more complicated the number of pieces that you can use increases.



Sometimes you need all of the pieces.



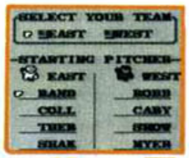
Sometimes you don't.



Bases Loaded GB™

All of the versatility and great play of Bases Loaded for the NES make the Game Boy adaption from Jaleco a sure-fire hit!

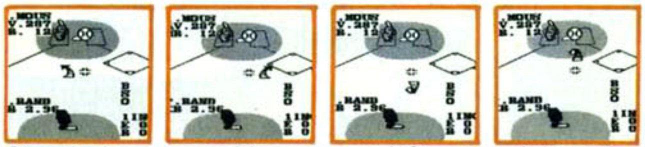
Change Your Line-Up


SELECT YOUR TEAM
EAST
WEST
STARTING PITCHER
EAST
WEST
BAND
BOBB
COLL
CABY
THER
SHOW
SHAK
MYER

Select your best players for a winning combination and out-play opponents.

Aim For The Strike Zone

Set your sights on a winning pitch and send the ball past the sluggers on the other side.

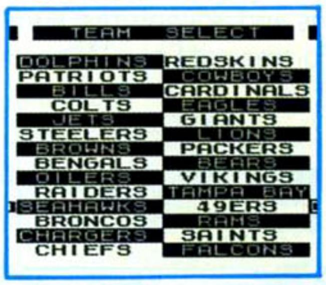


Slow it down, speed it up, curve left, curve right and win!

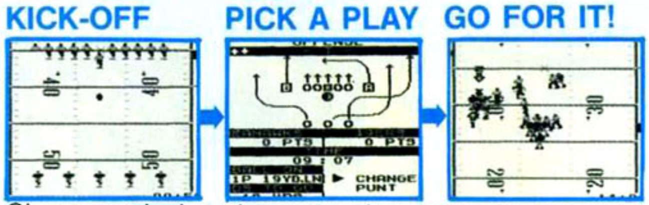
NFL™ FOOTBALL

The first football game to make it to this pocket-sized format comes from Konami. Score!

Choose Your Favorite Team


TEAM SELECT
DOLPHINS
PATRIOTS
BILLS
COLTS
JETS
STEELERS
BROWNS
BENGALS
OILERS
RAIDERS
SEAHAWKS
BRONCOS
CHARGERS
CHIEFS
REDSKINS
COWBOYS
CARDINALS
EAGLES
GIANTS
LIONS
PACKERS
BEARS
VIKINGS
TAMPA BAY
49ERS
RAMS
SAINTS
FALCONS

With approval from the National Football League, NFL Football offers play with all 28 professional teams.



KICK-OFF

PICK A PLAY

GO FOR IT!

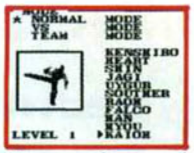
0 PTS
0 PTS
09 : 07
CHANGE
PUNT

Choose a winning play and make a move for the goal line.

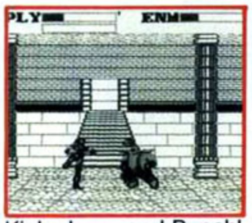
Fist of the North Star™

10 BIG BRAWLS FOR THE KING OF THE UNIVERSE!

Battle the best fighters in the world, one-on-one in a closed arena confrontation. Your battle is for nothing short of world domination and you are Kenshiro, Fist of the North Star. It's from Electro Brain.


NORMAL MODE
VS MODE
TEAM MODE
KENSHIRO
HEART
SHIN
JAGI
UYGUR
SOUTHER
RAOH
FALCO
HAN
RYUU
RAIOH
LEVEL 1

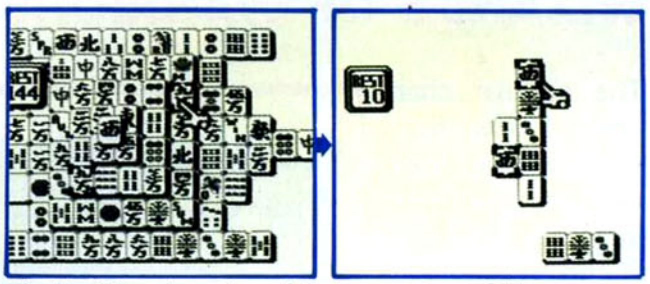
Choose from a long list of fighters and make your moves to victory!



Kick, Jump and Punch!

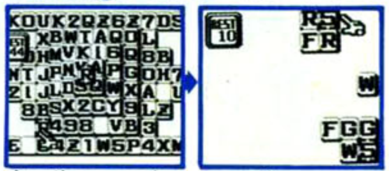
SHANGHAI™

A puzzling tile game, popular in the Far East, comes to Game Boy from Hal America. Clear a stack by matching tiles and taking away the pairs.


BEST 144
BEST 10

The traditional version of the game uses Chinese characters.

Change The Tile Faces



Another version uses the alphabet, making it easier to understand.

Clear the board and win!

Coming Up! New for Game Boy!

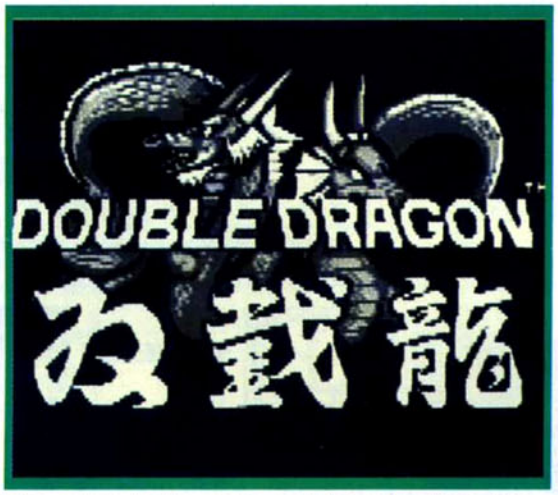
Game Boy games ready for release in the near future will feature some familiar characters from games designed for the NES and some brand new characters and ideas. Two of the hottest examples of the former send some super popular fighters off on new challenges and adventures. Here's a sneak peek at Double Dragon and Fortress of Fear: Wizards and Warriors, Chapter X!

More To Come

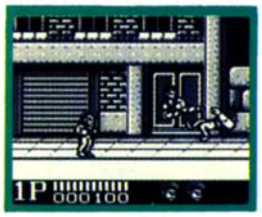
There's a lot in the works for Game Boy. The arcade hit, Dragon's Lair, which featured animated scenes and quick decision game play is being developed by CSG Imagesoft for later this year. They're also working on a soccer game. Wrestlemania is being developed for Game Boy by Acclaim. Nexoft is working on Power Mission, which has been described as a naval battle simulation with plenty of options and weapons. Also, GameTek is considering their game show games, Jeopardy and Wheel of Fortune for Game Boy. We think it's a great idea!

DOUBLE DRAGON

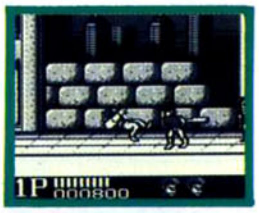
Billy Lee is back in action! Tradewest is developing their original NES version of this street fighting classic for Game Boy. From what we've seen of the game, it looks like there will be plenty of sweaty palm action and fast flying fists.



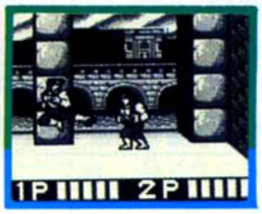
The name is the same but the adventure has changed.



◀ Fight off the Shadow Warriors.



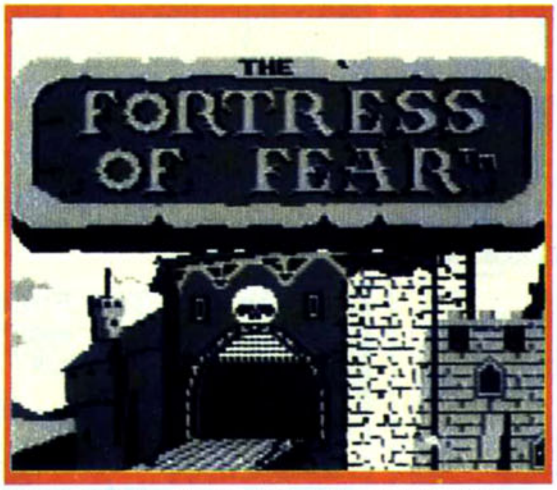
Pick up the Weapons that enemies drop. ▶



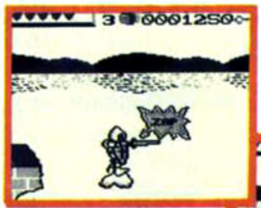
◀ The two-player game is in a closed arena.

WIZARDS OF WARRIORS X: FORTRESS OF FEAR

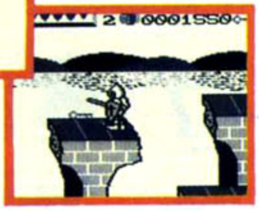
The popular character Kuros from Wizards and Warriors fame is making his way to Game Boy straight from the hit NES sequel, IronSword. The folks from Acclaim have dubbed this one Chapter X. If we find out what happened to Chapters III through IX, we'll let you know.



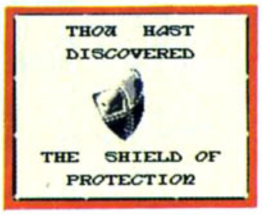
Kuros enters a new evil castle and begins another journey to defeat sinister beings.



◀ Jump and jabbing play a big role in this adventure.



Collect Keys to open Treasure Chests. ▶



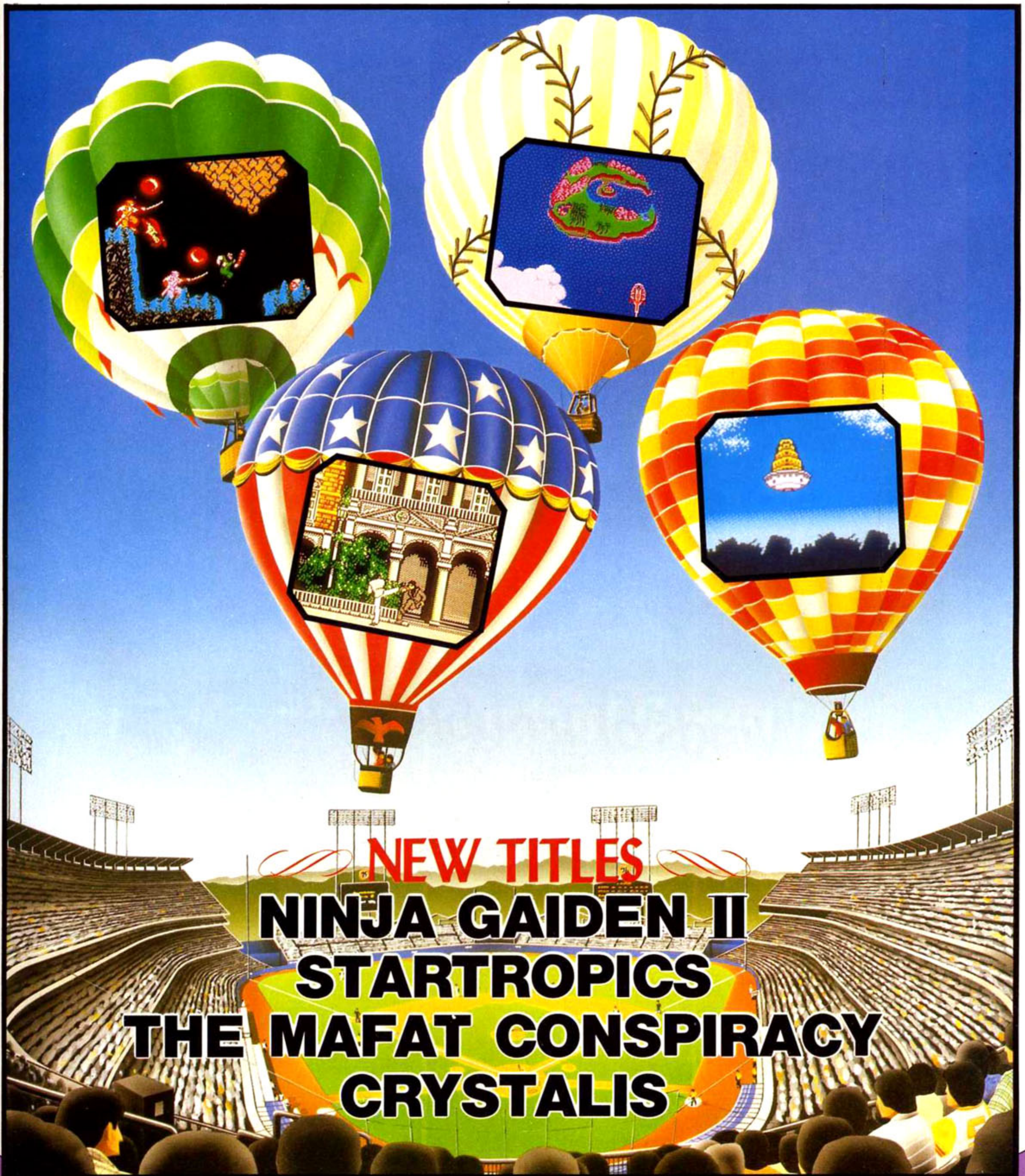
THOU HAST DISCOVERED

THE SHIELD OF PROTECTION

◀ The Treasure Chests contain special items.

HERE'S A PEEK AT SOME GAMES YOU'LL SEE MORE OF IN FUTURE ISSUES!

PREVIEWS



NEW TITLES

NINJA GAIDEN II
STARTROPICS
THE MAFAT CONSPIRACY
CRYSTALIS

NINJA 外伝 GAIDEN II™

THE DARK SWORD OF CHAOS

The Winds of Trouble Are Brewing For Ryu

A long year of peace and tranquility has passed since Ryu Hayabusa, Tecmo's Ninja hero, fought and defeated Jaquio in the original Ninja Gaiden. But little does Ryu suspect that a shadowy figure stands atop a remote mountain, plotting more trouble for him. His vacation from action is about to come to an abrupt end in Ninja Gaiden II: The Dark Sword of Chaos!

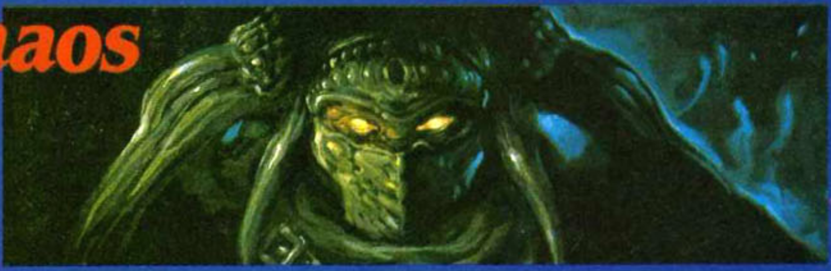
STARRING

RYU HAYABUSA

CO-STARRING

TM&© 1990 Tecmo, Inc.

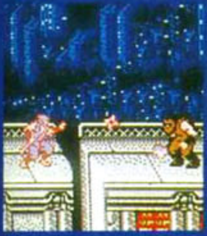
Introducing Ashtar— A New Master Of Chaos



Who is this cloaked mystery figure? What is his scheme? Even after hearing of the mighty Jaquio's defeat, he scoffs at Ryu's skill. As Ryu will soon discover though, Ashtar's confidence is not unfounded. His evil plan to unleash the very forces of chaos against the world will become clear as the story unfolds in detailed, animated cinema scenes.

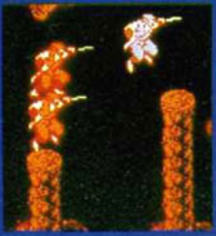
New Ninja Powers!

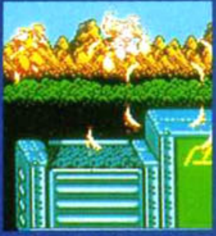
As the last of the Dragon Ninjas, Ryu is the master of many Ninja powers; abilities that seem magical to those uninitiated into the Ninja's inner circle. This is good, for Ryu will need all these skills along with courage and iron willed determination to make it through this quest alive.



One new technique Ryu has learned is that of creating Phantom Doubles as allies against the chaos hordes.

Shuriken have been in use by Ninja since the arts were founded in medieval Japan.

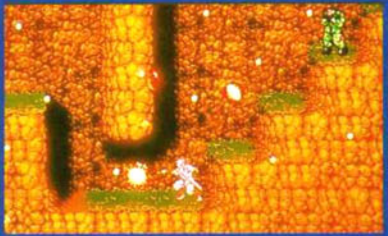




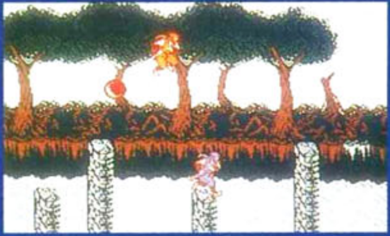
Other Ninja arts will also help, but alas, knowledge of the mighty Jump and Slash technique has been lost.

Deadly Martial Arts Action!

Drawn into the fight by the kidnapping of his girlfriend, Irene, Ryu will soon find himself battling through action sequences even more challenging than those in the original Ninja Gaiden!

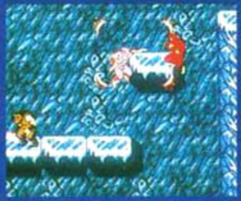


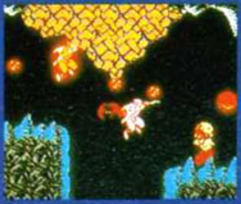
On the mountain tops, the very snow and wind will conspire to stop Ryu.



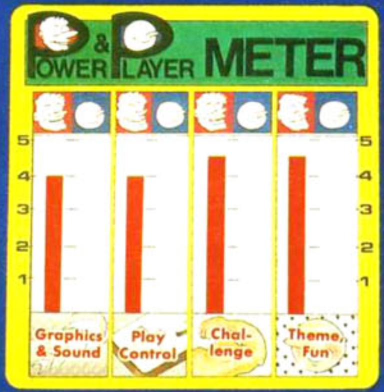
This area is lit by lightning from the heavens, an omen of doom in ancient legends.

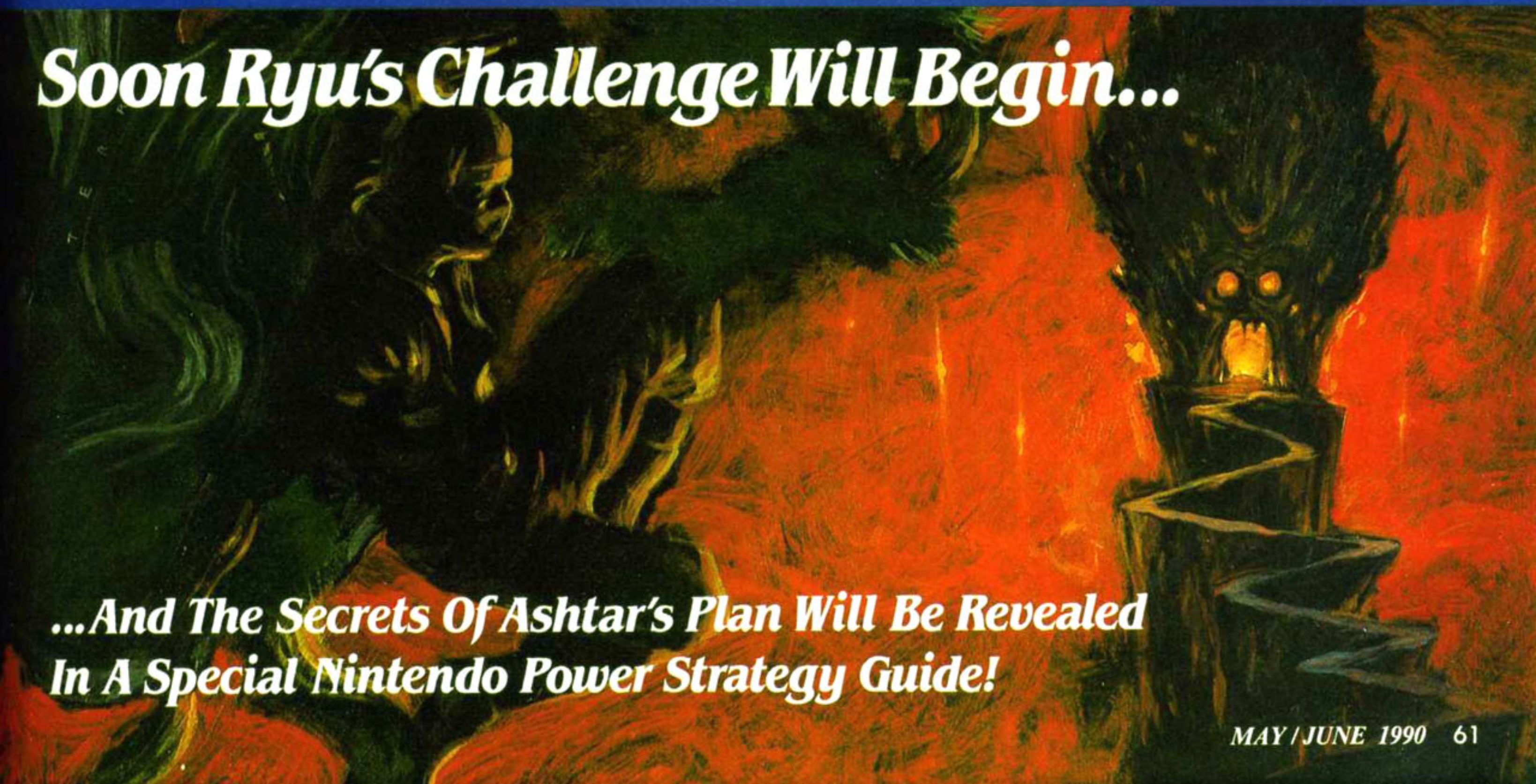
A world of ice as chilling as Ashtar's evil heart.





Ashtar's Castle features nightmarish bio-mechanical interior design.





Soon Ryu's Challenge Will Begin...

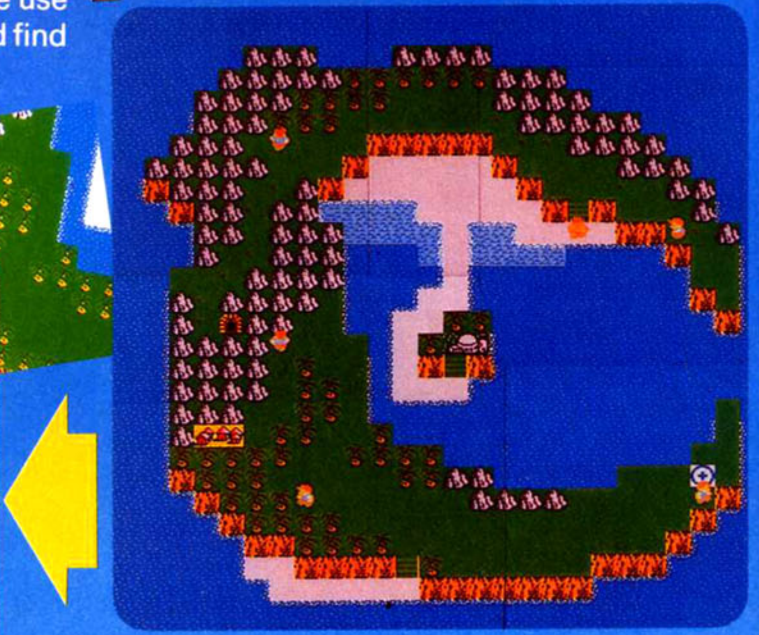
...And The Secrets Of Ashtar's Plan Will Be Revealed In A Special Nintendo Power Strategy Guide!

STARTROPICS

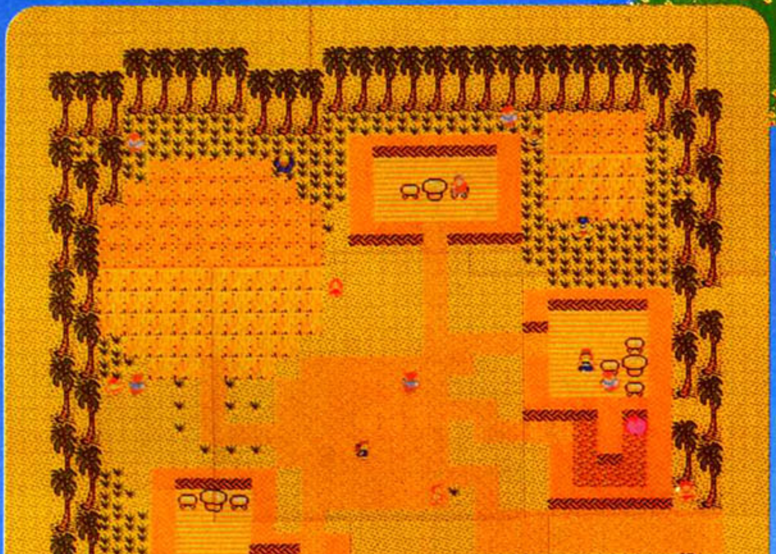
A meteor shower over tropical C-Island triggers the disappearance of your uncle, the brilliant archeologist Dr. Jones, from his remote island laboratory. Thus begins a new adventure from Nintendo, mixing challenging action scenes shown in big, detailed graphics with a surprise filled story and a lot mysteries to solve. You'll voyage the island waters in a mini-submarine, encounter strange creatures and helpful islanders, get swallowed by a whale along the way and even board an alien craft! It's a guaranteed hit!

Your quest will require quick reflexes and keen investigative abilities. Courage and determination are foremost in fighting through challenging underground passages and good detective work is needed to stay on the right track. Master the use of the Island Yo-yo, collect information from villagers and find Dr. Jones!

C-Island

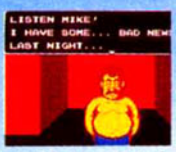


The Village of Coralcola



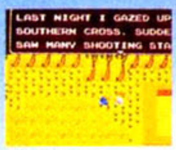
Your journey begins in Dr. Jones' island home.

Game play takes three basic forms. When you first enter a large area, you'll be working from a map. Enter smaller areas and that part of the map will be enlarged. When you enter underground passages, the fast action challenge will come into play. Run, jump and maneuver to the end of the passage.



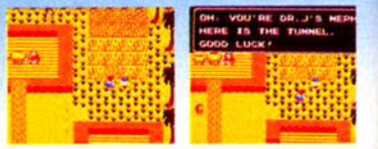
LISTEN MIKE!
I HAVE SOME... BAD NEW
LAST NIGHT...

The village chief has some important information.



LAST NIGHT I GAZED UP
SOUTHERN CROSS. SUDDE
SAW MANY SHOOTING STA

Talk to villagers.



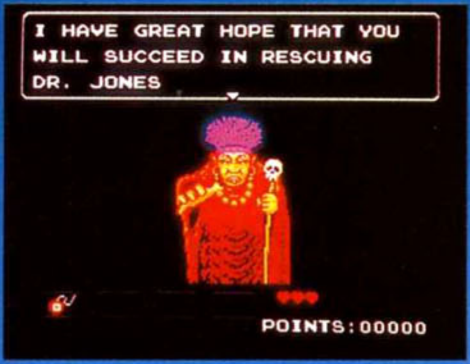
OH, YOU'RE DR.J'S NEPH
HERE IS THE TUNNEL.
GOOD LUCK!

Enter the passage to Dr. J's lab after being clued in.

TM&© 1990 Nintendo of America Inc.

The Tunnel to Dr. J's Laboratory

Stay on your toes and leap onto the island rocks in the underground. Some of them trigger hidden passage entries and others unlock Treasure Chests.



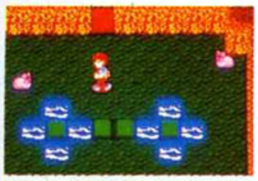
I HAVE GREAT HOPE THAT YOU WILL SUCCEED IN RESCUING DR. JONES

POINTS:00000

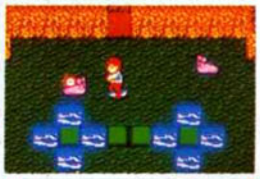
The Shaman of the islands says that Dr. Jones was abducted because he discovered a secret in the lost ruins. What could it be?

Use Your Yo-Yo!

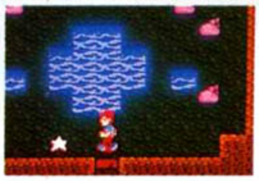
The great thing about having a powerful Island Yo-yo is that it will always come back so you can defeat the enemies ahead.



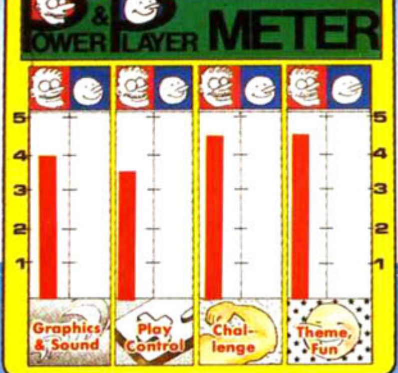
Move into position and aim.

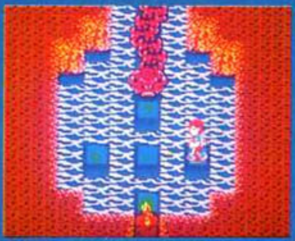


Swing out and make a hit.



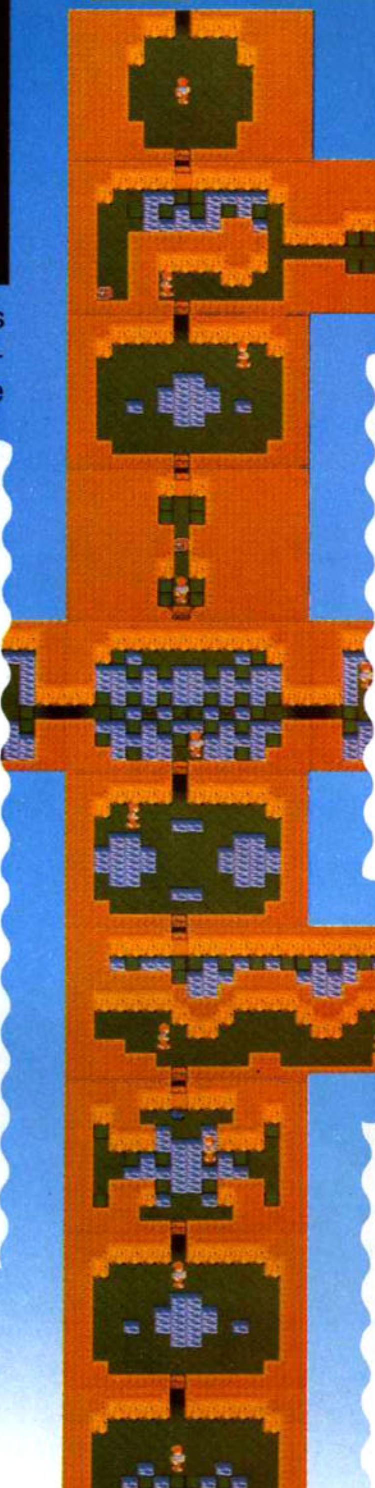
You might collect a special item.





A Snake! Avoid its flames!

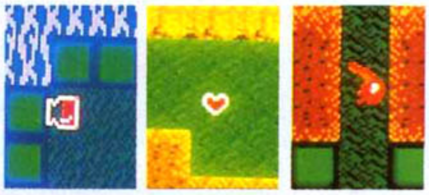
Move on to the Lab from here!



From Coralcola

Find Special Goods

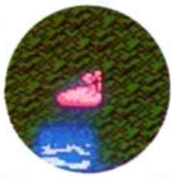
By defeating enemies and opening Treasure Chests, you will come across some useful tools.



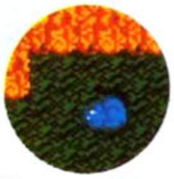
Use items to replenish your life and ward off enemies.

Danger Lurks Below.

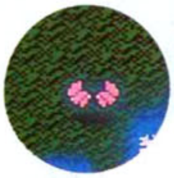
Some creatures of the Island have been adversely affected by the recent meteor showers. Fight them off with whatever weapons are available.



Slugs are easily defeated.



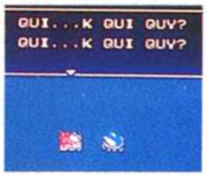
These rodents are fast movers.



Face the Bats head on and fire.

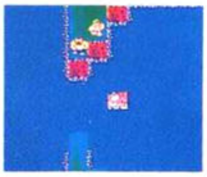
The Journey Has Just Begun

A huge tropical paradise waits to be explored. Make friends and search carefully for clues along the way to discover the whereabouts of Dr. Jones.

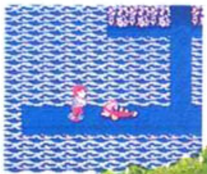


QUI...K QUI QUY?
QUI...K QUI QUY?

A Dolphin seeks help.



The Sub-C gains new abilities.



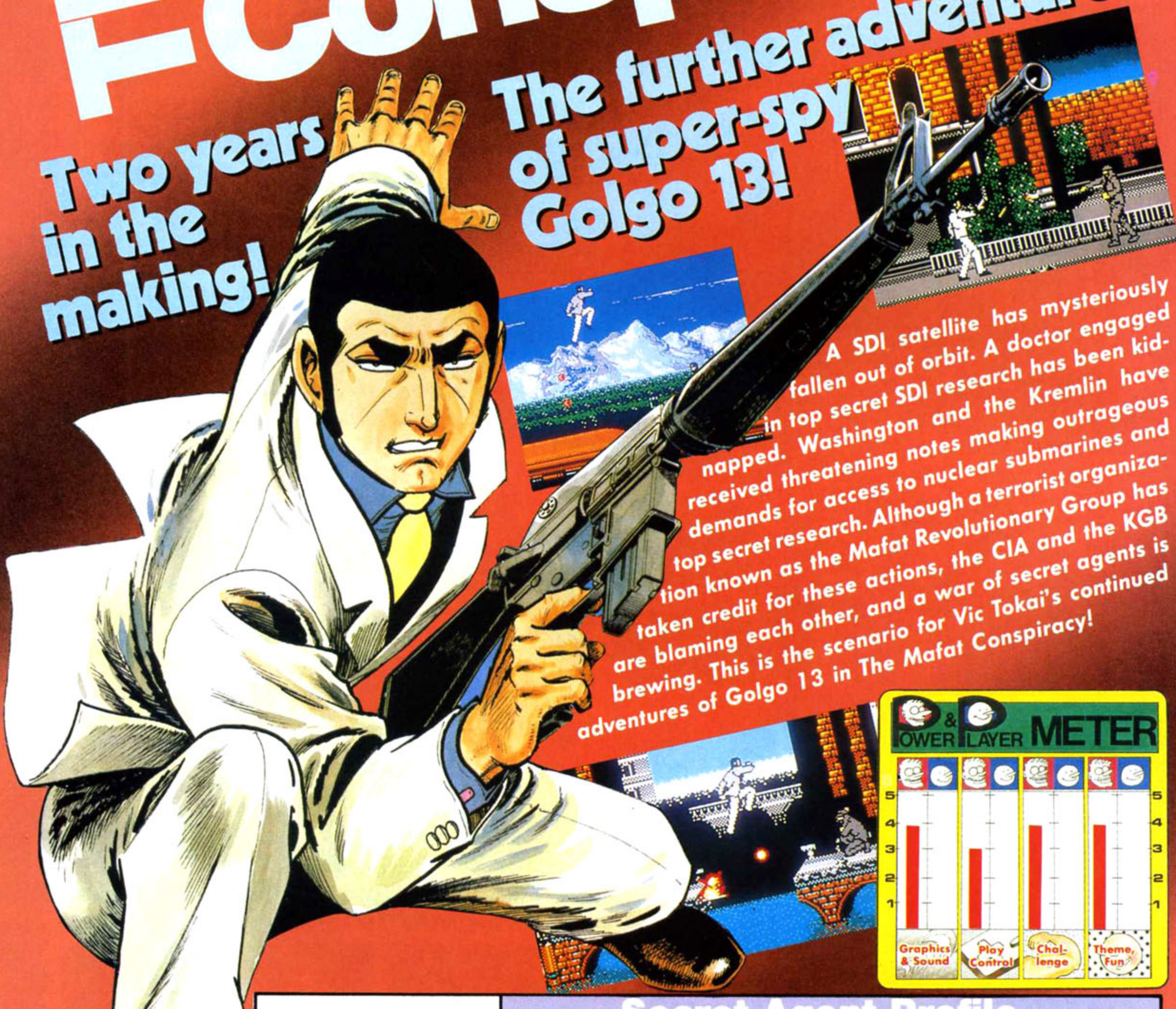
Enemies increase in strength and numbers.

The Mafat Conspiracy™

GOLGO 13 II

The further adventures of super-spy Golgo 13!

Two years in the making!



A SDI satellite has mysteriously fallen out of orbit. A doctor engaged in top secret SDI research has been kidnapped. Washington and the Kremlin have received threatening notes making outrageous demands for access to nuclear submarines and top secret research. Although a terrorist organization known as the Mafat Revolutionary Group has taken credit for these actions, the CIA and the KGB are blaming each other, and a war of secret agents is brewing. This is the scenario for Vic Tokai's continued adventures of Golgo 13 in The Mafat Conspiracy!

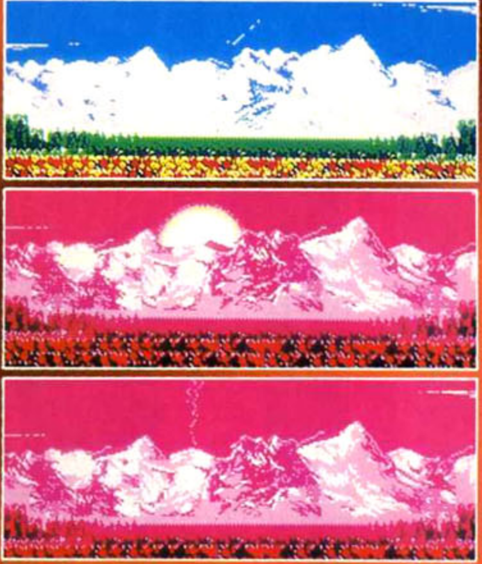
Secret Agent Profile

Duke Togo: alias "Golgo 13" or "G-13":
Age: Unknown; estimated to be between 30-40
Height: 6'1" Weight: 177lbs
Base Of Operations: unknown
Personal Characteristics: athletic physique, quick reactions, high pain threshold. Estimated IQ: 180-215
Recent Activities: Foiled plans of the Drek Empire and eliminated threat of biological hazard of Cassandra-G bacteria.

TM & © 1989 Vic Tokai Inc.

The Satellite Capture System

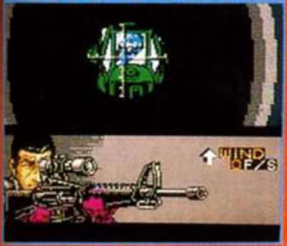
In the wrong hands, the satellite capture system developed by Dr. Barrows could cause world havoc with national defenses and communications, not to mention television broadcasts and weather reports. Mafat has the professor and is using his knowledge of the highly classified system to take control of it. The situation is critical, as the balance of world power is at stake. The CIA contacts its sometimes friend, sometimes foe, Golgo 13 in a last-ditch effort to track down Mafat and rescue the professor. Golgo 13 is sent to Paris in the first leg of what will become a world-spanning espionage mission.



Golgo 13's New Mission is Action Packed!

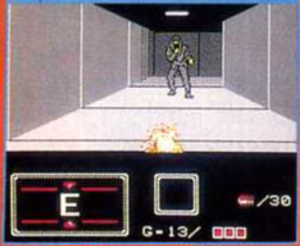
Top Secret Episode, G-13's last adventure for the Nintendo Entertainment System, featured a variety of action tasks and exotic locations. The Mafat Conspiracy includes even more daring and deadly secret agent assignments to challenge the world's top "troubleshooter!"

SHOOTING



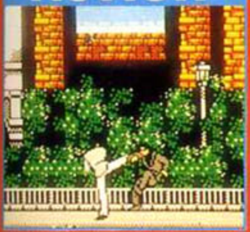
As one of the top marksmen in the world, making the impossible shot is one of G-13's trademarks.

3-D BUILDING INTERIORS



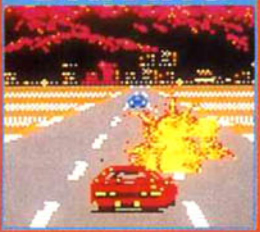
The action switches to a first person viewpoint inside of hideouts and other buildings.

ACTION



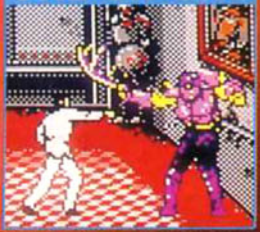
Side view street fighting.

DRIVING



A wild race against time.

ONE-ON-ONE

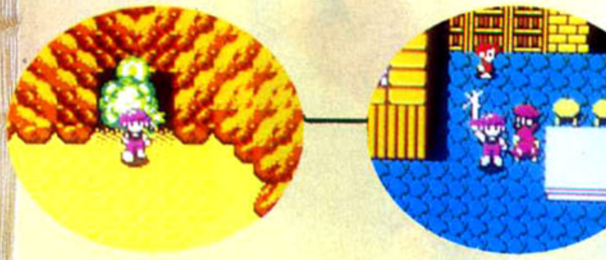


Battle bosses up close and personal.

Look for further intelligence on Golgo 13's new mission in future issues!

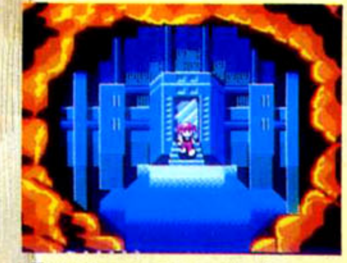
CRYSTALIS
TM

A Desperate Future Faces Mankind . . .

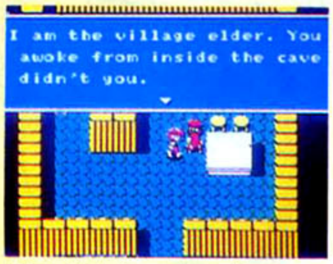


SNK's new futuristic adventure is set on a ravaged Earth where mutant monsters roam free and humans hide in fortified villages. Treasure and danger lie hidden in a wide overworld and in many underground levels. But as soon as one task is complete, an even more demanding quest awaits.

Quick character control and swords that fire deadly energies are only two of the exciting innovations in Crystalis.

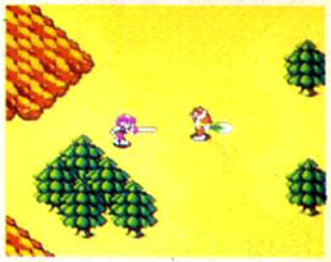


For years you were frozen in a cryogenic cocoon. Now your time has come.

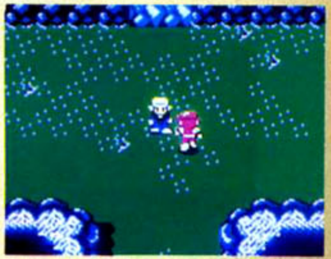


I am the village elder. You awoke from inside the cave didn't you.

The first town has items, clues and your first sword. Restore life at the Inn.



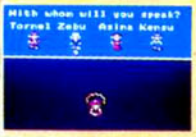
Mutant creatures roam the outer world, hunting for unwary adventurers.



Listen to the people you meet on your wanderings.

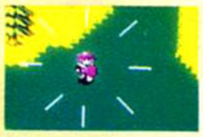
Master The Magic

Magic will play an important part in your adventure. Eight types of magic are available, but you must earn them.

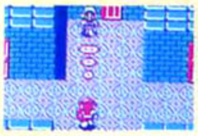


With whom will you speak?
Tornel Zebu Asina Kensu

Get advice from the four helpers using Telepathy.



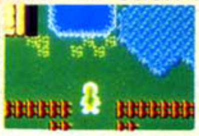
Refill restores your Life level in increments.



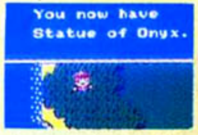
Paralysis freezes enemies for five seconds.

Stock Up On Items

Some items are available in shops while others are found or given to you. Learn the specialized use for each item.

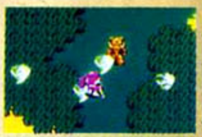


Warp Boots take you instantly to another town.



You now have Statue of Onyx.

Cross the bridge in the north to find the statue.

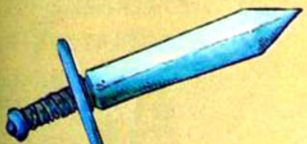


The Bracelet of Wind boosts your Power.

TM & © 1990 SNK Corporation of America

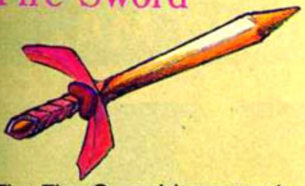
Swords of Power

Wind Sword



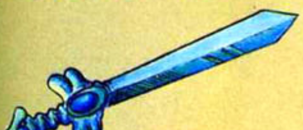
Harness the power of a tornado with the Wind Sword.

Fire Sword



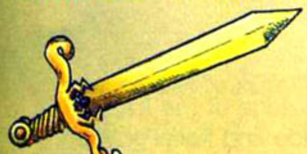
The Fire Sword is a great help as you progress.

Water Sword

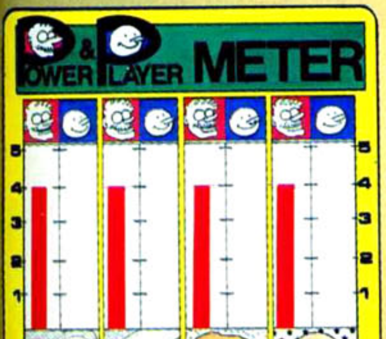


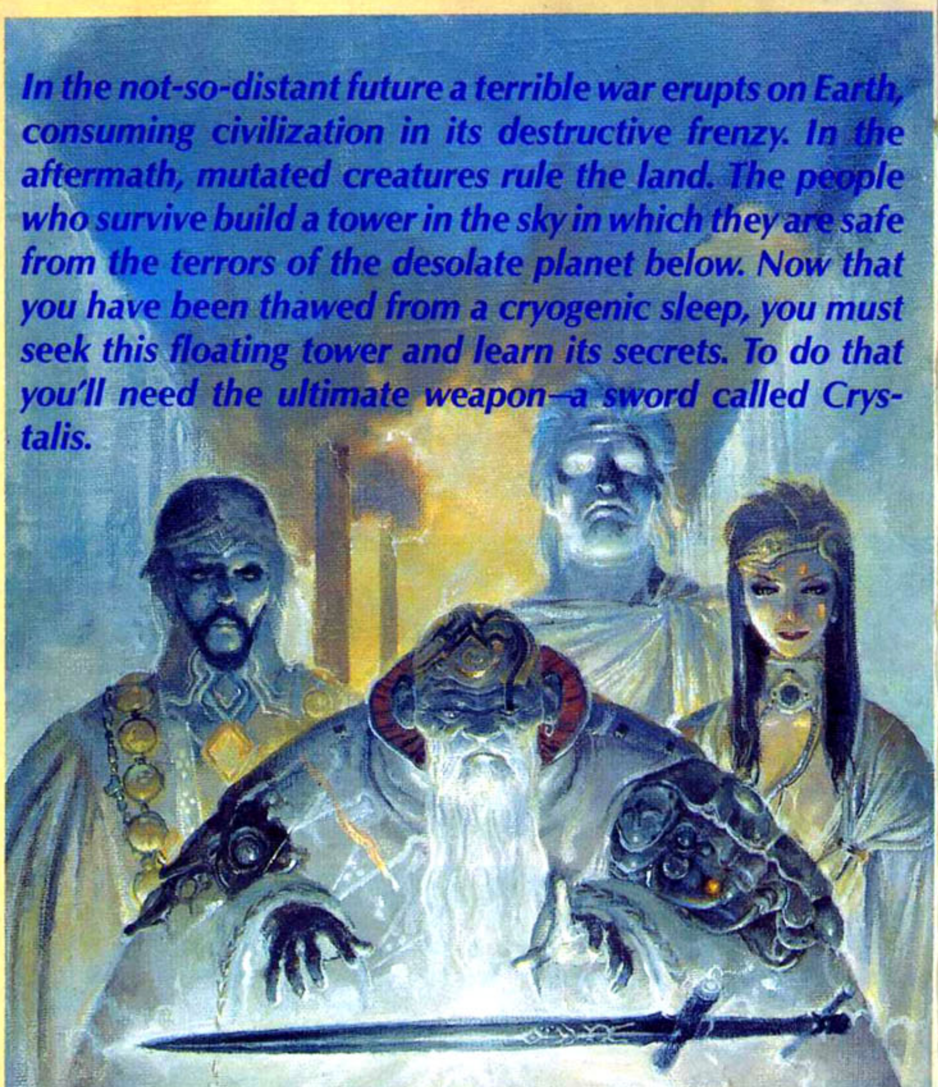
The Water Sword can shoot blades of swirling snow.

Thunder Sword



The Thunder Sword is second only to the Crystalis Sword.





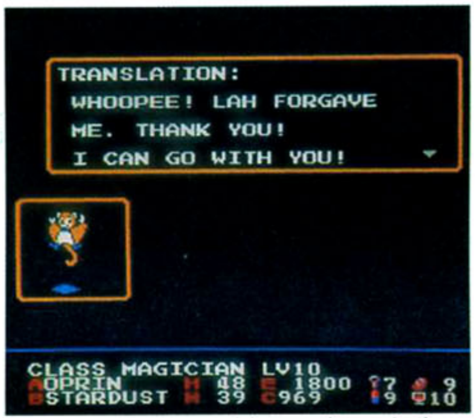
In the not-so-distant future a terrible war erupts on Earth, consuming civilization in its destructive frenzy. In the aftermath, mutated creatures rule the land. The people who survive build a tower in the sky in which they are safe from the terrors of the desolate planet below. Now that you have been thawed from a cryogenic sleep, you must seek this floating tower and learn its secrets. To do that you'll need the ultimate weapon—a sword called Crystalis.

...And Time Is Running Out!

COUNSELORS' CORNER!

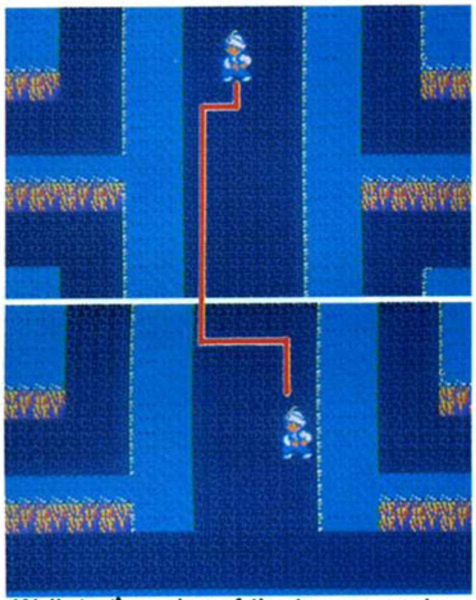
MAGIC OF SCHEHERAZADE HOW DO I GET THROUGH THE UNDERGROUND MAZE?

In Chapter Two of this journey through the lands of Arabia, you'll come across a maze that leads to the monkey, Supica. The most challenging part of the maze is a wide path with hidden traps that sends you to the outside. Start on the right side of the path and walk up until you reach the first trap. Then begin again, remember where the trap is and move to the left side before you get to it. Walk on until you hit the next trap, and note its location. When you return and approach this trap, move to the other side of the path. Continue to zig and zag, noting all of the traps, so that you never fall into the same trap twice. When you finally reach Supica, you'll find a well trained guide to get you through the Western Desert.



TRANSLATION:
WHOOPEE! LAH FORGAVE
ME. THANK YOU!
I CAN GO WITH YOU!

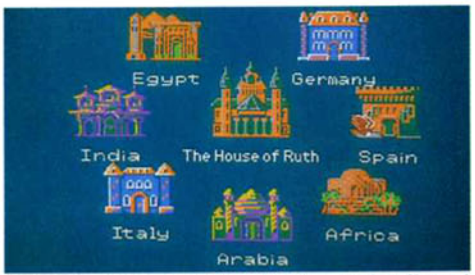
Supica will offer guidance through the Western Desert.



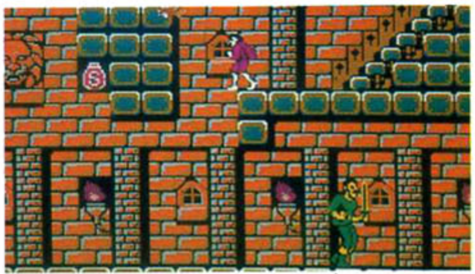
Walk to the edge of the trap, move to the other side and keep going.

8 EYES IN WHAT ORDER SHOULD I EXPLORE THE COUNTRIES?

We've found that the best order to go through the levels is Spain first, then Italy, Egypt, India, Africa, Germany, Arabia, and finally, the House of Ruth. The Swords that you receive for each level will help you to defeat the enemy at the end of the next level. In the chambers of the enemies at the end of each level, you can find special hidden Jars that will give you extra life, extra power or temporary invincibility. At the end, in the House of Ruth, place the Jewels in their setting in this order: Yellow, White, Green, Orange, Blue, Purple, Red, Black.



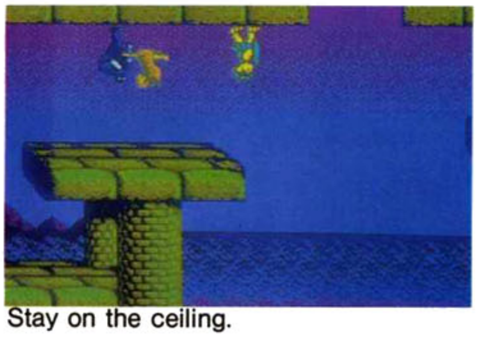
Explore the countries in the order listed above.

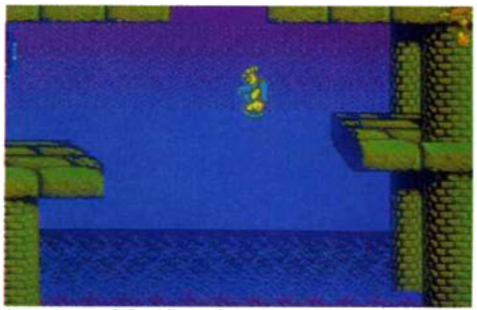


Search for hidden Jars in the chambers of the enemies at the end of each level.

BATTLE OF OLYMPUS HOW DO I MAKE THE DIFFICULT JUMP IN TARTARUS?

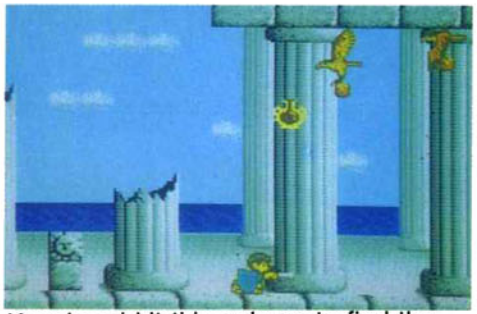
Gravity will play tricks on you in this strange section of Ancient Greece. You can stick to the ceiling upside down here. At the beginning of the area there is a jump that, right side up, is impossible. The only way to make it is to stay on the ceiling and jump upside down with a quick tap of the button!

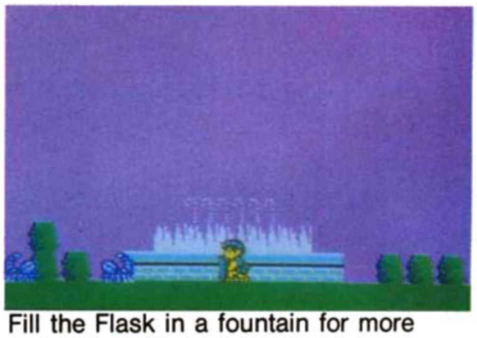

Stay on the ceiling.


Leap upside down!

BATTLE OF OLYMPUS WHERE IS THE FLASK?

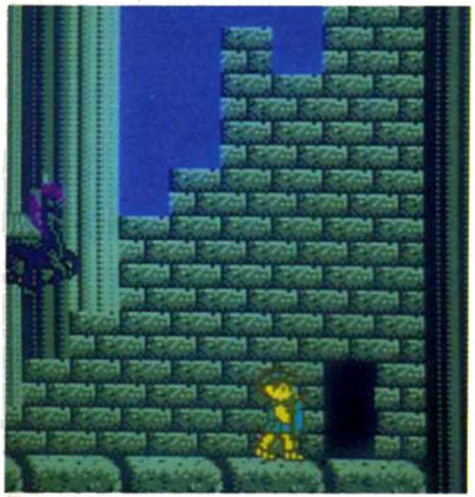
The life replenishing Flask is an important item to have on your adventure. You'll find it in Larconia. When you reach the second screen, kneel down and hit the fifth column. You can refill the Flask by kneeling in any Fountain. Then you'll be able to get more energy at crucial points.

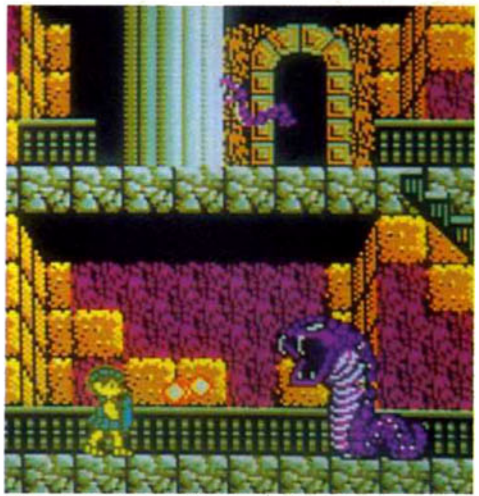

Kneel and hit this column to find the Flask.

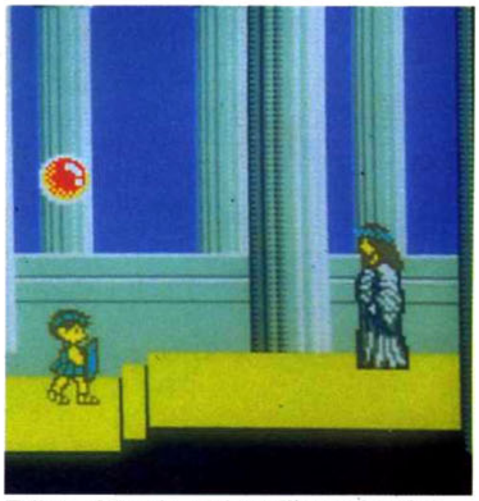

Fill the Flask in a fountain for more energy.

BATTLE OF OLYMPUS WHERE IS THE MOONBEAM?

This important item will shed some light on your quest and help you see the Shadow of Hades. You'll get the Moonbeam by talking to Artemis who is waiting in the maze-like building of Phyrgia. When you get to Phyrgia, enter the second door that you come to and defeat the Cobra inside. After the Cobra is gone, you'll be able to climb the stairs and enter the door on top. Jump over the gap to the left here and climb more steps. Beat the Cobra that is inside the door on top of the steps. Once the Cobra is defeated, you'll be able to climb a flight of stairs, then go to the right and down a second flight of stairs. Jump over another gap to the left and enter the door. Inside, climb the steps to the top, jump over gaps all of the way to the right and go down the stairs until you reach a door. Enter the door, defeat the Cobra and go down more stairs. Jump up to the second door to the left and enter. Then climb the stairs to the top, enter one last door and Artemis will be there. It's a long hike, but worth it!

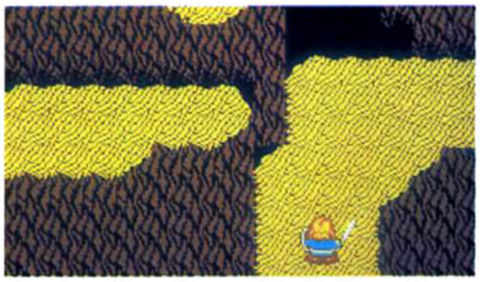

Enter here.


Work your way through the maze.

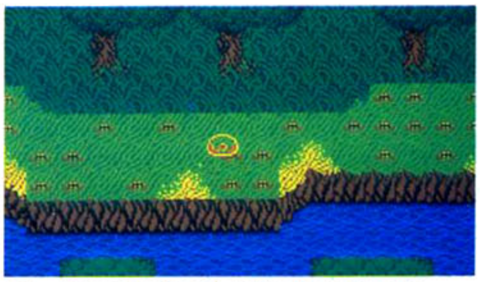

Talk to Artemis and you'll receive the Moonbeam.

WILLOW HOW DO I GET THE SPECTER SPELL?

After you receive the Spirit's Crest in the Rocky Mountain, return to the area where you found Sorsia. She won't be there anymore, so you'll be able to pass. Work around to the north and east and you will eventually find the Monster's Bone which gives you the Specter Spell.



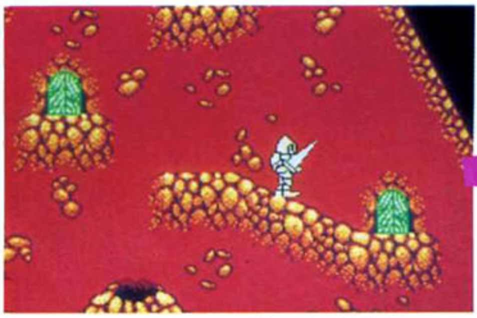
Sorsia will no longer block the path, so move on to the northeast.



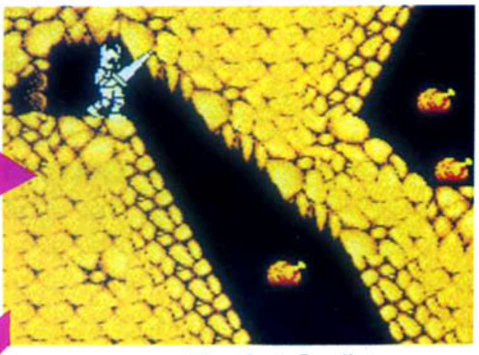
The Specter Spell will allow you to change dramatically.

IRONSWORD HOW DO I GET THE CROWN?

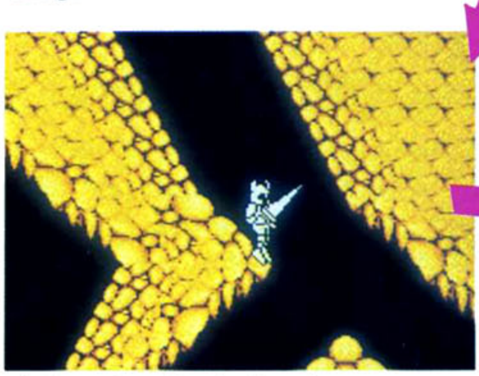
In the first area of the Fire Level, climb the mountain until you reach the Dragon. Enter the door to the right of the Dragon and activate the Fleetfoot Spell. This will give you super speed for a few seconds. Get a good running start and leap off the ledge to the right. Keep jumping in the air for a little more distance and when you land on the point below, move to the right and you'll find the Crown in a chest. Return to the Dragon with the Crown, climb the mountain to the very top and press Down on the Control Pad to move on to the next area.



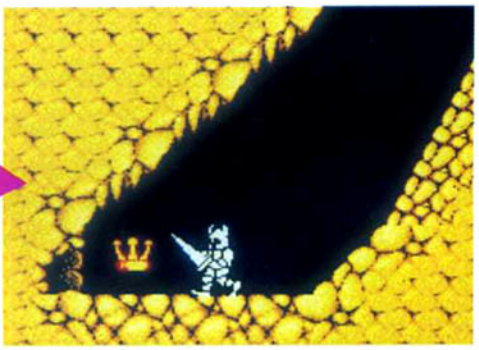
1) Enter the door to the right of the Dragon.



2) Activate the Fleetfoot Spell.



3) Keep jumping in the air.



4) You made it!

GAME PLAY COUNSELOR PROFILES

MARK COATES

Became GPC: April, 1989
Hobbies: Computers, Chess, Rowing
Highest Game Score: Finished 50 Fief of Nobunaga's Ambition in 17 game years.
Favorite NES Game: Super Mario Bros. 3

THAD KREISHER

Became GPC: March, 1989
Hobbies: Playing Music, Writing, Hang Gliding and Rock Climbing
Highest Game Score: Completed Bionic Commando with one hand tied behind my back with a score of well over 1,000,000.
Favorite NES Game: Mega Man

PAUL REED

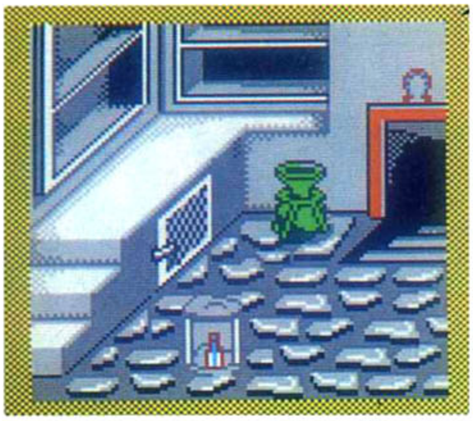
Became GPC: April, 1989
Hobbies: Acting, Cartooning, Writing, Travel
Highest Game Score: Solved Ultima
Favorite NES Game: Mega Man II

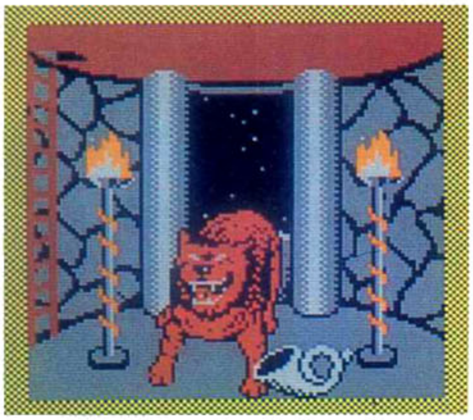
KEVIN JOHNSON

Became GPC: September, 1988
Hobbies: Weightlifting, Biking, Sports
Highest Game Score: 17,386,427 on Legendary Wings
Favorite NES Game: Battle of Olympus

SHADOWGATE HOW DO I DEFEAT THE HELLHOUND?

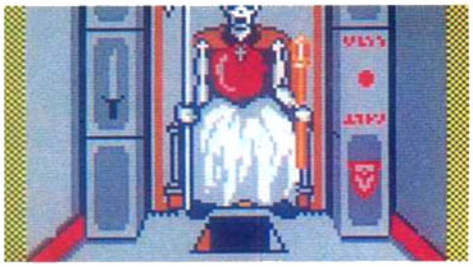
This angry canine will only let you pass if you extinguish his fury with the mystical Water. You'll find the Water in the Laboratory. Use the Hook in the lower left corner of the Laboratory and it will lift a stone out of the floor, revealing the Water. Once you use this magic liquid on the Hellhound, you'll be free to move on to the Castle Turret. Remember to take the Horn before you leave.


Use the Hook and the Water will appear.


Use the Water on the Hellhound.

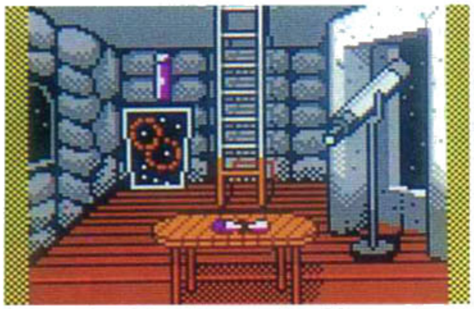
SHADOWGATE WHAT DO I DO AT THE KING'S THRONE?

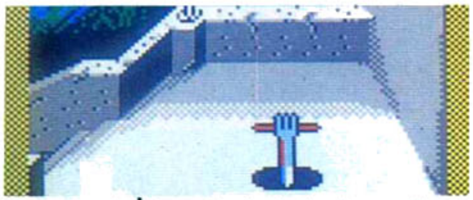
The King has not ruled over the Castle Shadowgate for some time as only his skeleton remains. He does, though, carry a secret with him and he will only reveal it if you place the Scepter in his hand. The Crest on the wall will open to reveal a ring shaped hole. If you played the Flute in the room where you received it, then you have the Ring. Use the Ring on this hole. The King will move and a new passage will be uncovered.

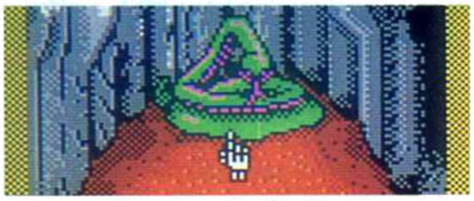


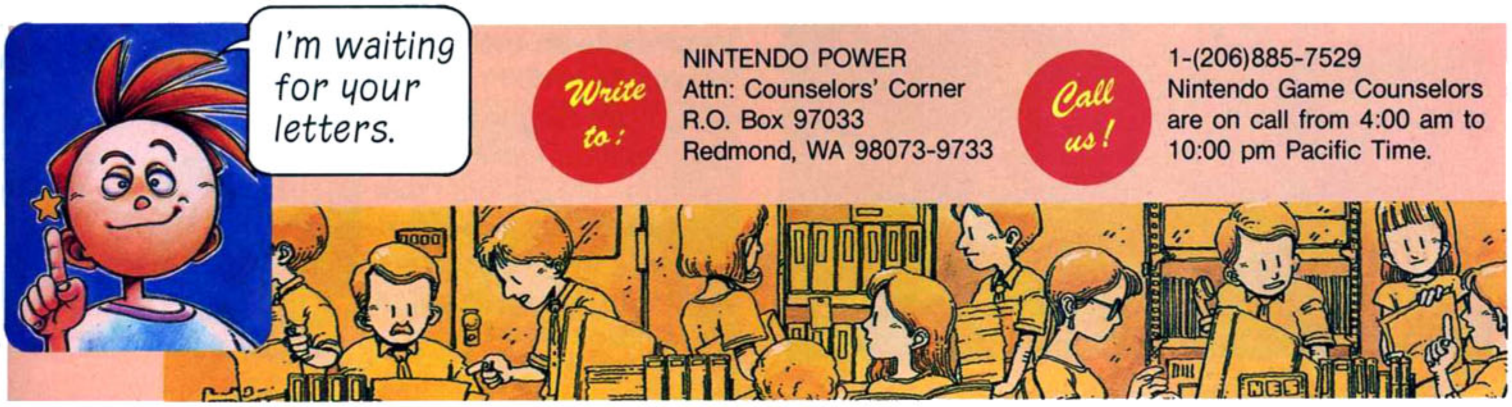
SHADOWGATE THERE IS A SNAKE IN MY PATH. WHAT DO I DO?

This mean looking reptile will confront you after you walk very lightly (with the help of Potion No. 2) over the rickety suspension bridge. You'll need the Wand to deal with the Snake and you'll find this elusive item far away, deep in the Castle. When you get to the Observatory, open the Star Map to reveal the Rod. Take the Rod to the Balcony that is close to the Banquet Room and use it on the hole in the wall. A hand will appear and give you the Wand. Holding the Wand, cross the bridge again and use it on the Snake.


Open the Star Map in the Observatory.


Use the Rod on the hole in the wall.


Use the Wand on the Snake.


I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn: Counselors' Corner
R.O. Box 97033
Redmond, WA 98073-9733

Call us!

1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 am to 10:00 pm Pacific Time.

CLASSIFIED INFORMATION

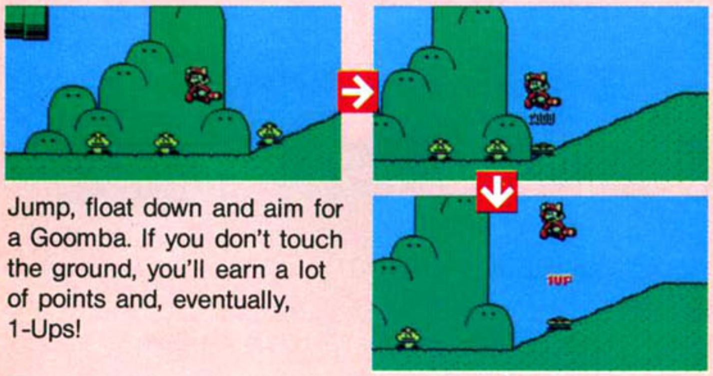
NINTENDO TOP SECRET POWER

SUPER MARIO BROS. 3

From Agent # 123

1-Up Frenzy

Start your adventure through the Mushroom Kingdoms with a ton of 1-Ups! In World 1-2, collect the Mushroom and Leaf to become Racoon Mario, then go back to the tall pipe that produces Goombas. When a lot of Goombas are on the ground, press and hold the A Button to jump as high as possible, then float to the ground by pressing 'A' quickly and repeatedly and stomp one of the Goombas. Jump again without touching the ground and stomp another Goomba. Repeat this method, never touching the ground and get each Goomba as it drops. First, you'll earn progressively more points. Then, you'll earn 1-Ups. Continue for as long as time allows. Watch for more Super Mario Bros. 3 tips in the June Strategy Guide!



Jump, float down and aim for a Goomba. If you don't touch the ground, you'll earn a lot of points and, eventually, 1-Ups!

A QUICK TIP:

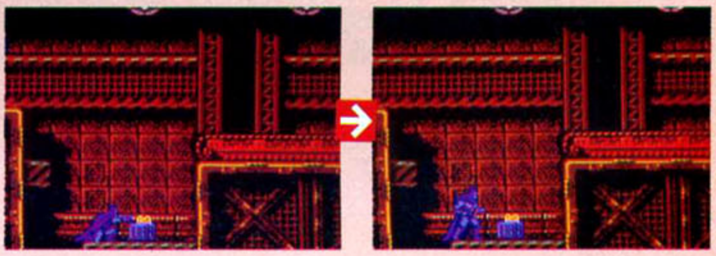
Here's how you can reverse your swing in Lee Trevino's Fighting Golf. While selecting your player, hold left on the Control Pad and then press the A Button. You'll tee-off left-handed!

BATMAN™

From Agent # 708

Punch and Clutch

While the Bomb releasing Drop Claws at first seem like a threat, you can use them to your advantage. Stand very close to the Drop Claw target area and punch the falling Bombs quickly and repeatedly. You'll collect items as soon as the Bombs produce them and, at the same time, continue to blast Bombs. This method works best if you have a controller with a turbo function so you can punch at super speed.



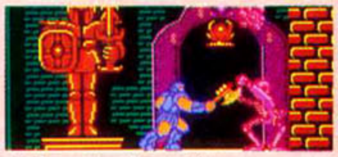
Keep punching rapidly for Power-Ups.

ASTYANAX

From Agent # 525

Maze Moves

The maze of Castle Terenea can be quite confusing to navigate as there are many teleport doors. Our Agents have come up with a strategy, though, that will make moving through the maze a cinch. Just remember to teleport only through the doors that are guarded by Skeletons. Defeat the Skeletons, press Up on the Control Pad and go!



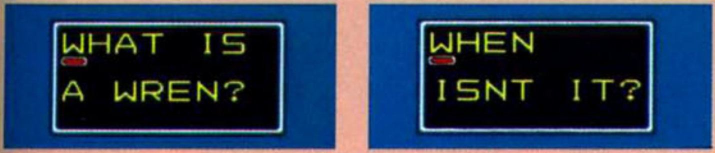
Teleport where the Skeletons are.

BASEBALL STARS

FROM AGENT # 999

Powerful Women's Team

You can create an above average women's team in this versatile baseball exercise. After you select the Make Team option, move the cursor Down, Right, Left, Down, Down, Right, Up, Up, Down, Up, Down, Up and then press the A Button. The question "What is a Wren?" will appear. Erase the question and input the answer, "A Bird." (remember the period). The question "When isn't it?" will then be displayed. Erase and answer "When it is." You'll then be free to pick your team logo and view your players. The team will still be a mixed bag of talent but, on the average, the players will be a notch better than players that are picked without the code.


WHAT IS
A WREN?

WHEN
ISNT IT?

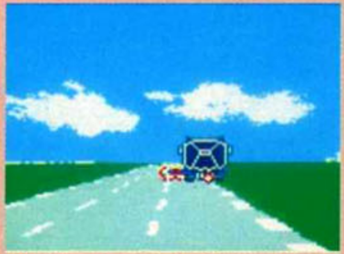
Answer these simple questions and you'll be rewarded with a better than average team.

KNIGHT RIDER

FROM AGENT # 866

Shortcut

Our Agents on the road have found a way to skip to the last enemy in each stage of this cross country adventure. While you're playing, press the Start Button to pause the game. Then press and hold the A and B Buttons and Up and Left on the Control Pad. After you cycle through all of the weapons by repeatedly pressing the Select Button, press the Start Button and in seconds you'll be at the end of the stage!


Cut to the end of any stage!

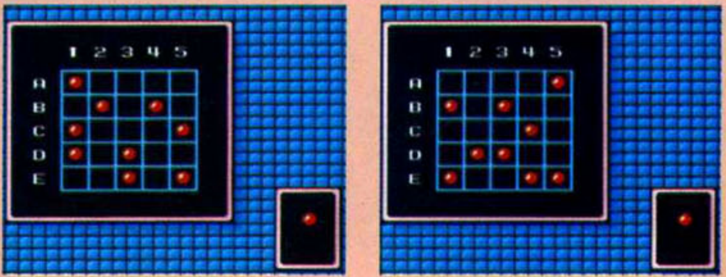
MEGA MAN II

FROM AGENT #924

Password Bonanza

The code has been cracked! Our Agents have found out how to begin in Mega Man II with any or all of the special weapons and any number of Energy Tanks. The unique Mega Man II password consists of a five by five grid with nine highlighted squares. The top row of a valid password always has one mark and the position of that mark dictates the number of Energy Tanks that Mega Man will have. The positions of the other eight marks determine which weapons Mega Man will possess. The table below shows the five possible Energy Tank totals and the corresponding password positions for the special weapons. Choose the number of Energy Tanks that you would like to start with, then decide which of Dr. Wily's creations should be defeated (which means you'll have the special weapon of that character) and which ones should be still a threat. Enter the top position to obtain the weapon. The bottom position contains no weapon.

Energy Tanks Enemies	0	1	2	3	4
TANKS	A-1	A-2	A-3	A-4	A-5
HEATMAN	B-2 (D-5)	B-3 (E-1)	B-4 (E-2)	B-5 (E-3)	C-1 (E-4)
AIRMAN	E-3 (D-2)	E-4 (D-3)	E-5 (D-4)	B-1 (D-5)	B-2 (E-1)
WOODMAN	D-3 (B-5)	D-4 (C-1)	D-5 (C-2)	E-1 (C-3)	E-2 (C-4)
BUBBLEMAN	D-1 (C-3)	D-2 (C-4)	D-3 (C-5)	D-4 (D-1)	D-5 (D-2)
QUICKMAN	B-4 (C-4)	B-5 (C-6)	C-1 (D-1)	C-2 (D-2)	C-3 (D-3)
FLASHMAN	C-1 (E-4)	C-2 (E-5)	C-3 (B-1)	C-4 (B-2)	C-5 (B-3)
METALMAN	E-5 (E-1)	B-1 (E-2)	B-2 (E-3)	B-3 (E-4)	B-4 (E-5)
CRASHMAN	C-5 (E-2)	D-1 (E-3)	D-2 (E-4)	D-3 (E-5)	D-4 (B-1)



Start with four tanks and all special weapons or four tanks and no special weapons.

CLASSIFIED INFORMATION

The Castlevania™ Adventure

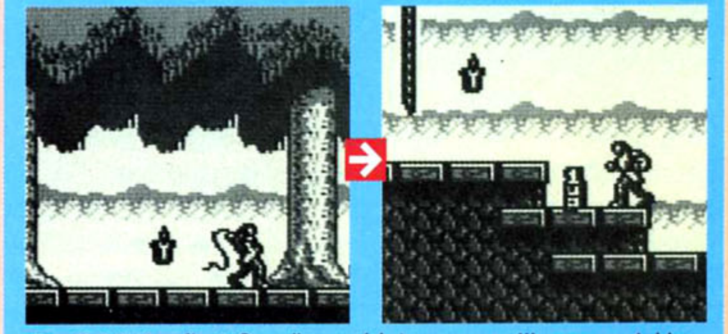
From Agent #414

Hidden Rooms

The key to success in this pocket sized adventure through Transylvania is to keep your weapon powered up. Our Agents have discovered hidden rooms in each stage containing Candles that are packed with Power-Ups. In the first stage, as you climb the fifth rope, keep climbing and you'll ascend into a secret chamber with no enemies and several Candles. Whip the Candles and take in the rewards. The other rooms are hidden as shown in Stages Two, Three and Four.

1-UP

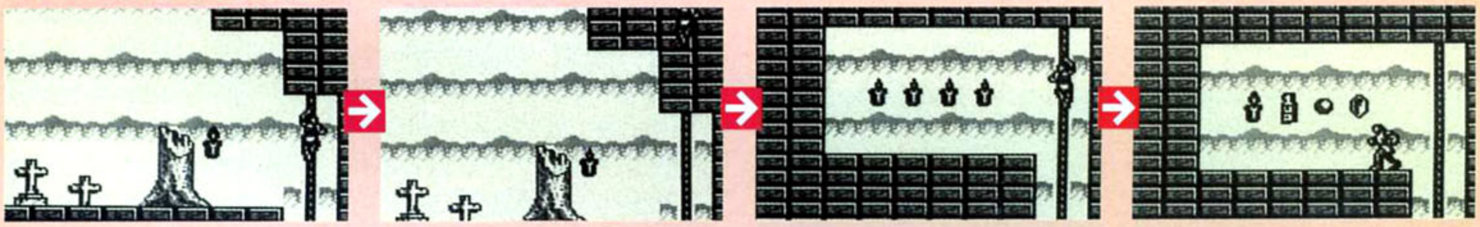
The first Candle that you come to in Stage One will net you nothing more than a Coin if you break it with your Whip. Pass it by, though, and the eleventh Candle will reveal a 1-Up when broken. In this case, passing up a small reward pays off big later.



Don't hit the first Candle and later on you'll earn a 1-Up.

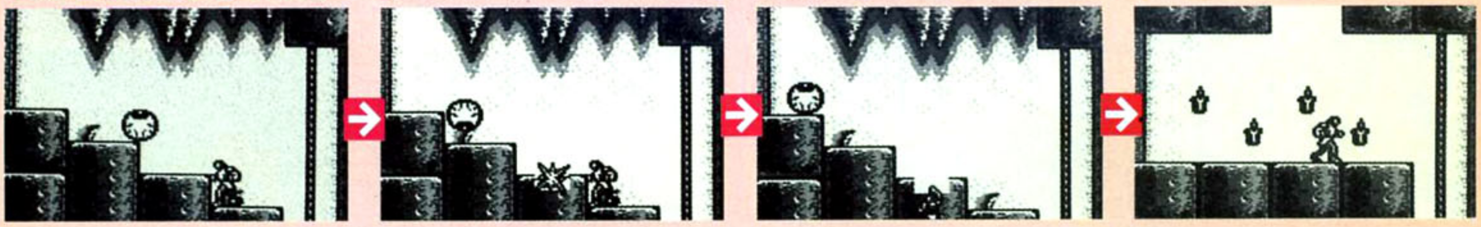
STAGE ONE

Keep climbing on the last rope, up through the bricks to enter a hidden room.



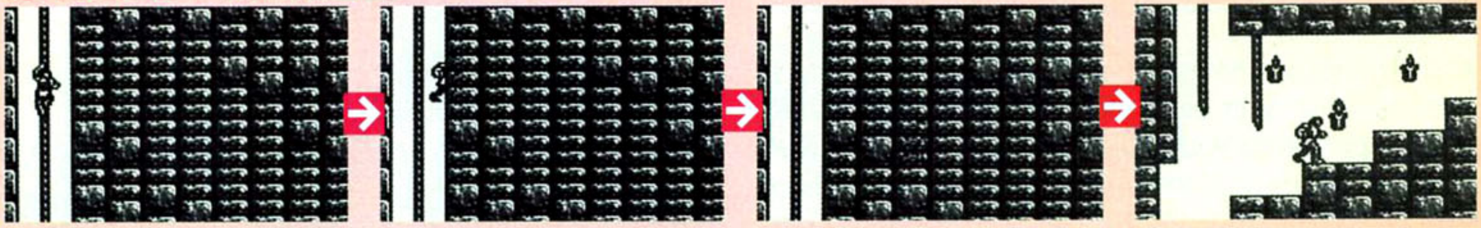
STAGE TWO

Blast the Eye on the second step to gain access to a room of treasures.



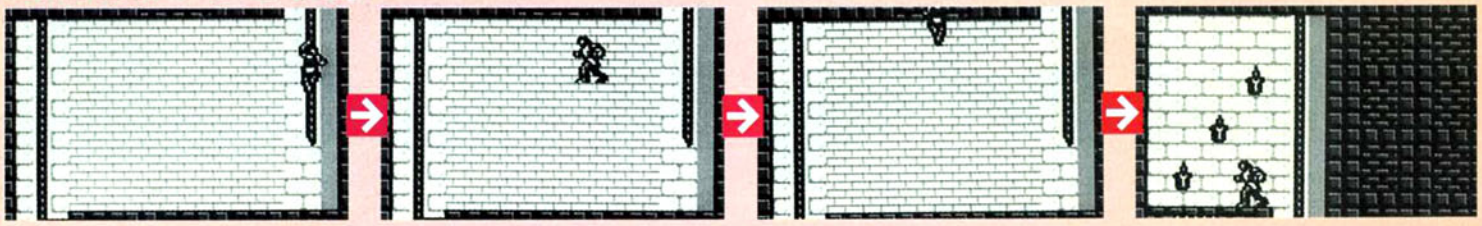
STAGE THREE

Halfway up the rope, look for a place to walk through the bricks.



STAGE FOUR

Float in mid-air near the top of this room and climb an invisible rope.



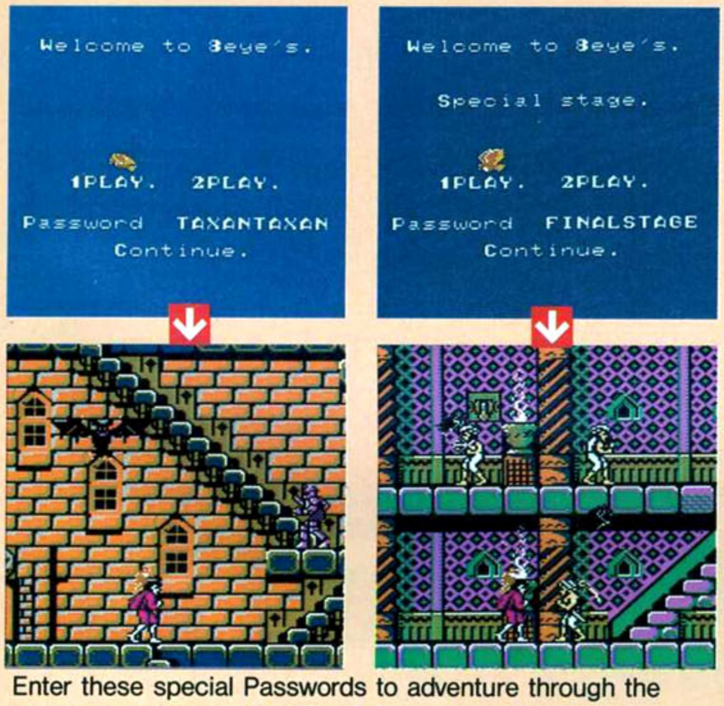
CLASSIFIED INFORMATION

8Eye's

From Agent # 444

Triple Play

The challenge of this eerie game doesn't stop after you have conquered the House of Ruth the first time. There are a total of three demanding quests in the game. While the adventure is basically the same, the enemies are stronger and more difficult to defeat in the Second and Third Quests. To go straight to the Second Quest, enter the password "TAXANTAXAN" and, for a real challenge, go to the Third Quest with the Password, "FINALSTAGE." Get ready for a tough battle with a ton of hard to beat creatures.



```
Welcome to 8eye's.

1PLAY.   2PLAY.
Password   TAXANTAXAN
Continue.
```

```
Welcome to 8eye's.

Special stage.

1PLAY.   2PLAY.
Password   FINALSTAGE
Continue.
```

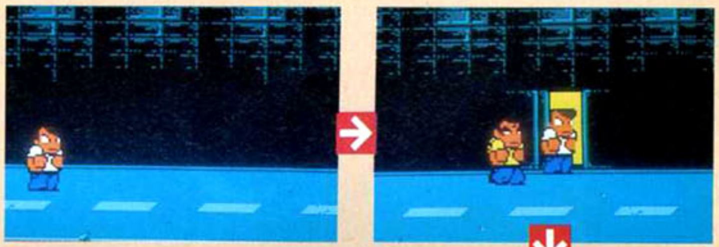
Enter these special Passwords to adventure through the challenging Second and Third Quests.

River City Ransom

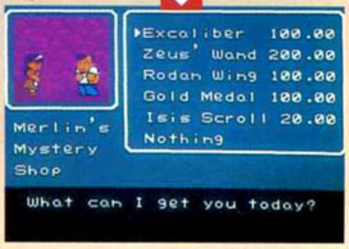
From Agent # 919

Merlin's Mystery Shop

Most of the shops of River City are in Malls within plain sight. In one of the toughest parts of town, though, there's a hidden shop with some very valuable items. Merlin's Mystery Shop is located in the darkness of the Armstrong Thru-Way Tunnel. Stand under the fourth light from the left and push Up and a door will magically appear. Inside you'll find the most expensive and oddest items in the City. The Excaliber increases Weapon Strength, Will Power, Stamina and Maximum Power. Zeus' Wand increases Throw Power, Strength, Will Power, Stamina and Maximum Power. With the Rodan Wing, you can build Defense, Will Power, Stamina and Maximum Power. Buy the Gold Medal to raise Punch Power, Will Power, Stamina and Maximum Power. The Isis Scroll will increase your Throw Power.



Push Up under the fourth light and an odd shop with some unusual goods will open for business.



```
              ▸Excaliber    100.00
               Zeus' Wand   200.00
               Rodan Wing   100.00
               Gold Medal   100.00
Merlin's       Isis Scroll   20.00
Mystery        Nothing
Shop

 What can I get you today?
```

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

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NINTENDO POWER

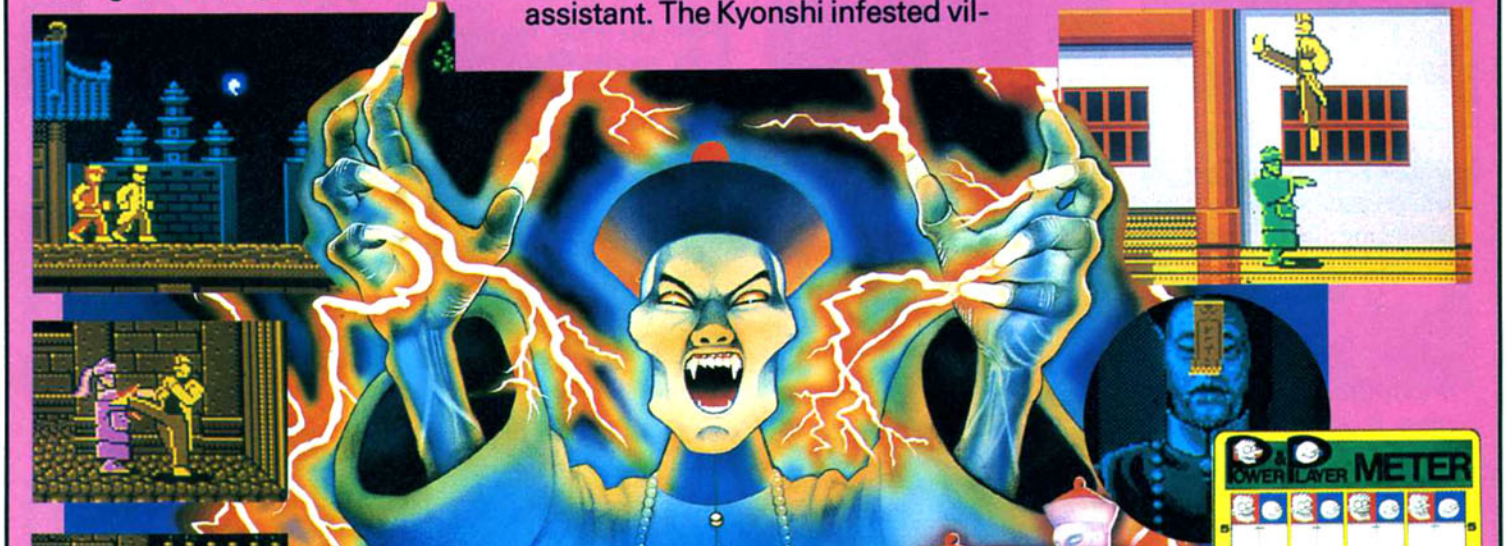
VIDEO SHORTS

PHANTOM FIGHTER™

from FCI

TM Nichi Butsu ©1989 Pony Canyon

Martial arts and monsters aren't often mixed in comic books, television or movies, even though the combination is a pretty cool concept. If you don't believe the idea has potential, watch "Legend of the Seven Golden Vampires," starring Peter Cushing, when it comes on the late show. Or, play Phantom Fighter. In this game, elements of ancient Chinese legends of strange, floating, undead phantoms called Kyonshies are united with the excitement of block-busting Kung Fu. The results are unusual, to say the least. As Kenchi, a skilled martial artist, you must journey through eight villages infested with Kyonshies. Along the way, you'll learn new martial arts skills and collect powerful items. Phantom Fighter features smooth animation and fun dialogue between Kenchi and his bumbling assistant. The Kyonshi infested villages are nicely pictured and add to the fun of the game's theme. The Kyonshies, being zombies, are not particularly clever opponents, but they are tough and relentless attackers. Once you find the healing location in each village, you'll find yourself visiting it often. But whatever you do, don't give up! Become a true Phantom Fighter!



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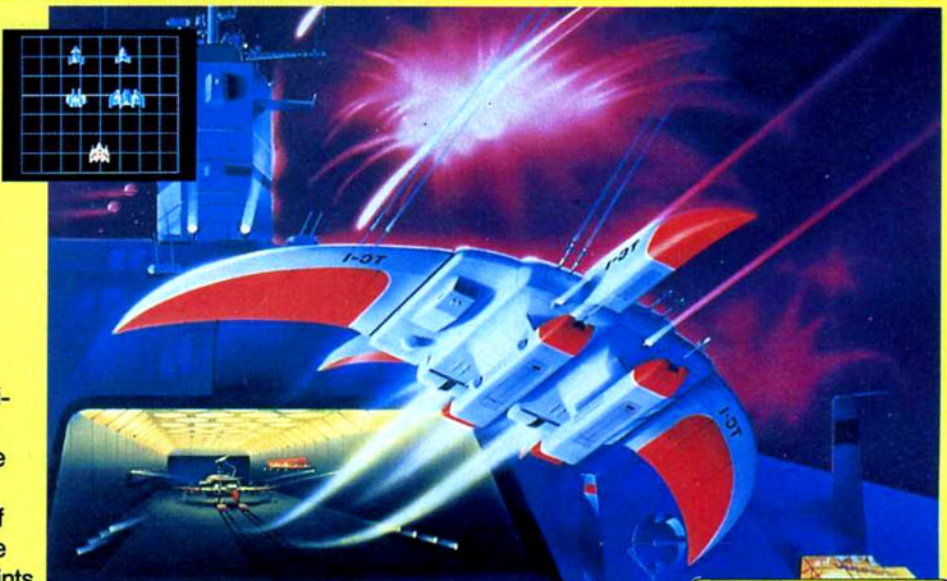
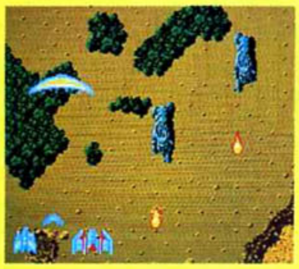
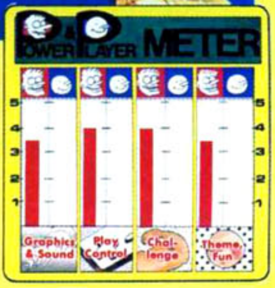
TM&© 1989 Vic Tokai Inc.
TM Vic Tokai Inc. ©Nihon Bussan.



Take flight in your Winger star fighter over an eerie and deadly alien landscape as a member of the space defense force Terra Cresta. Your mission is to defeat Mandora, the supreme commander of evil. Based on the arcade classic, this science fiction action/battle game has a look and feel similar to other games of the genre, such as Zanac and Star Soldier. However, its enemies and setting are unique and it has an interesting ship design feature which allows you to customize, to a certain extent, the extra weapons you get during the game. Two players can take turns attacking the evil forces, and each can customize their own ship.



The creatures that look like dinosaurs on the planet's surface can take a pounding, but if defeated they're worth 1,000 points.



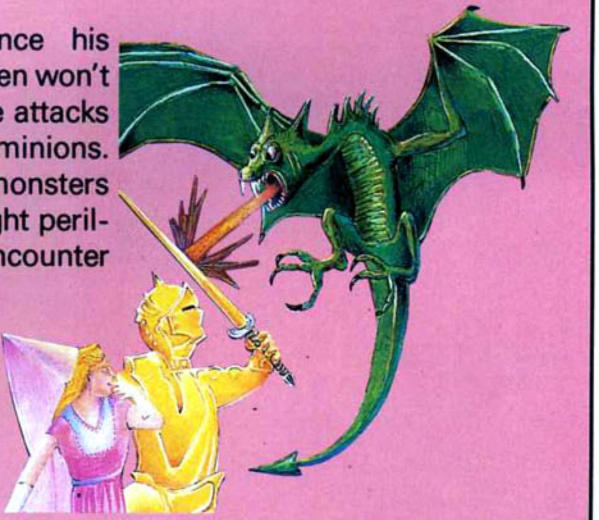
CASTLE OF DRAGON™

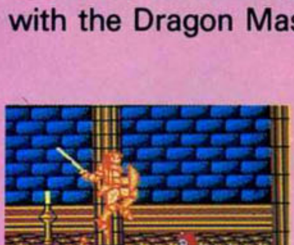
from SETA USA

TM SETA USA

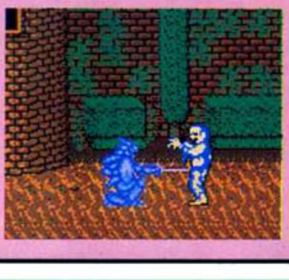
More high fantasy action and adventure for the NES! The evil Dragon Master has kidnapped the king's beloved daughter, Amoreena, and taken her to the flame filled castle of Darklarza. Amoreena's only hope for rescue lies with the great warrior Geraden, who bravely sets out from Wenlary Castle to do battle with the Dragon Master.

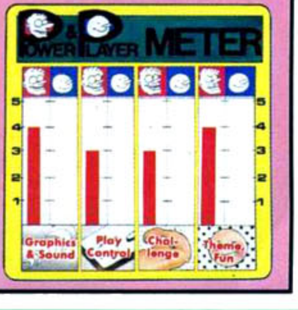
Geraden starts out on his journey with a strong suit of armor. By defeating enemies, he'll collect tokens that increase the power of his suit as well as grant him better weaponry. Geraden's more powerful armor looks cooler than the suit he starts out with, plus it lets him take a lot of punishment. But be careful—his suit can only take so much damage, and once his armor is gone even Geraden won't be able to stand up to the attacks of the Dragon Master's minions. Battle over 40 different monsters on your quest through eight perilous levels to the final encounter with the Dragon Master.





There's no continue, so try not to take too much damage.





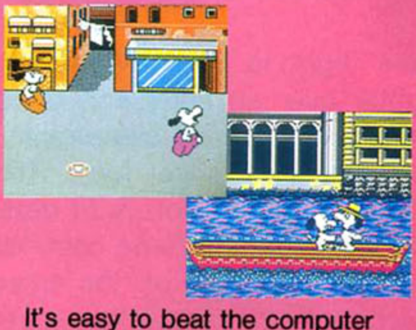
SNOOPY™

from KEMCO-SEIKA

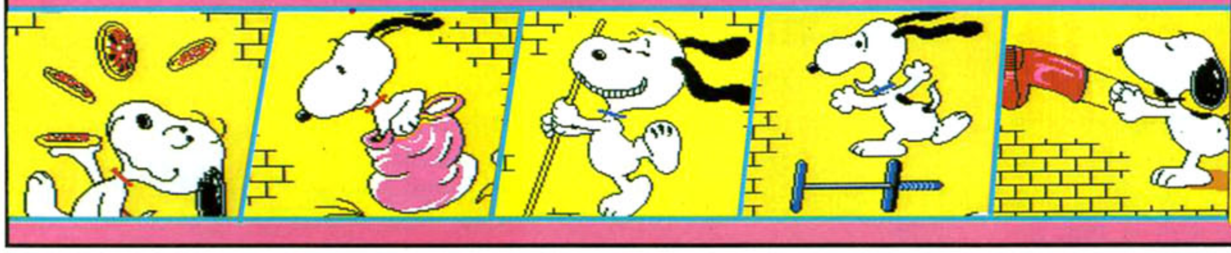
TM United Features
© Schultz & Associates

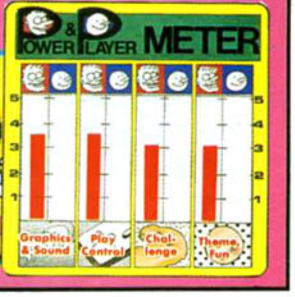
Good Grief! America's favorite beagle, good ol' Snoopy, is on his way to Italy for a silly sports spectacular! With his cousin Spike and best buddy Woodstock, he'll participate in six wacky events: the sack race, boot throw, pogo, overboard, pile of pizza and river jump. Each event will test your gaming reflexes and funnybone too!

The action is displayed in great, cartoony graphics which capture some of the feel of Snoopy's classic animated specials. And although the computer doesn't make a very tough competitor, against a friend, the fun and challenge really begins! Although this game is aimed at younger players, Snoopy fans of all ages are sure to enjoy the NES antics of their hero.



It's easy to beat the computer by using different turbo settings. On the fastest setting you can win Overboard, on the slowest setting you can win the Sack Race every time.





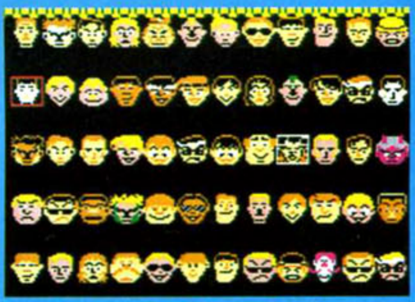
DUSTY DIAMOND'S ALL-STAR SOFTBALL™

from BRODERBUND

TM© 1989 Shoseki Tokyo
TM & © 1990 Broderbund

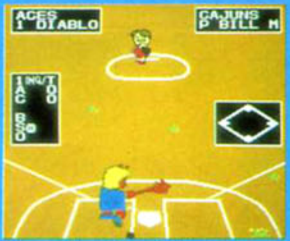
Every year, diamond bums from all over the world gather in the mythical town of Mudville for the World's All-Star Softball Championship. The field has been narrowed to sixty of the wildest characters who ever swung a bat. Now, as manager, you must pick your team from this group of scoundrels and attempt to take them all the way.

One of the highlights of Dusty Diamond's Softball is the ability to pick your team, just like you do at school or a picnic. Each of the sixty characters you can choose from has different hitting and fielding abilities; you'll need to experiment to find the perfect team. The tournament is played on six playing fields, each with its own "home rules". A password feature saves your standings, and you'll need to win five games to challenge the awesome "Amazons" team.

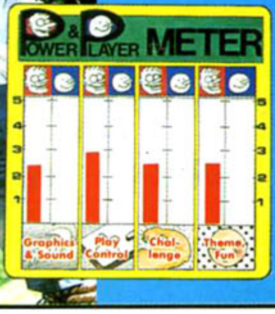


Pick your team carefully.

Password Feature



Can Diablo club one out of the park?



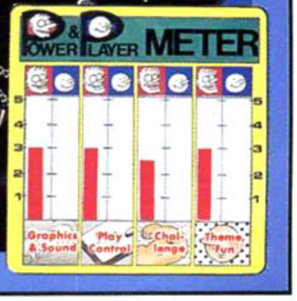
WORLD CHAMPIONSHIP WRESTLING™

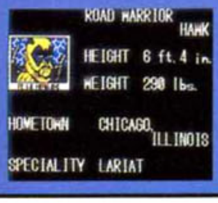
from FCI

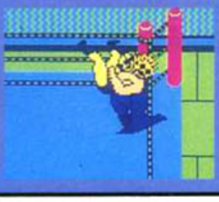
TM Turner Home Entertainment
© 1989 Pony Canyon

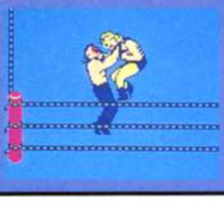
You control the moves of any of 12 top stars of the N.W.A. in World Championship Wrestling. Feel the crunch of Steve Williams' "Oklahoma Stampede" or get squashed by the "Belly To Belly Suplex" of 250 lb. "Dogface Gremlin" Rick Steiner (sounds painful). Other featured wrestlers include "Total Package" Lex Luger, Sting, Rick Flair, Ricky Steamboat and The Road Warriors: Hawk and Animal.

World Championship Wrestling offers the player many options. For example, two players can go head-to-head, or you can play alone against the computer. Wrestling solo or in tag teams is also an option, and in tag team mode you can pick your own duo. Before the match, each wrestler can pick four specialty moves to use. You can also set up a tournament, and a password will save your win-loss record. Like other wrestling games, controlling all the moves takes practice, and the game is more fun to play against a friend. However, one neat aspect of WCW is a computer opponent that reacts realistically.




ROAD WARRIOR
HAWK
HEIGHT 6 ft. 4 in.
WEIGHT 290 lbs.
HOMETOWN CHICAGO, ILLINOIS
SPECIALITY LARIAT



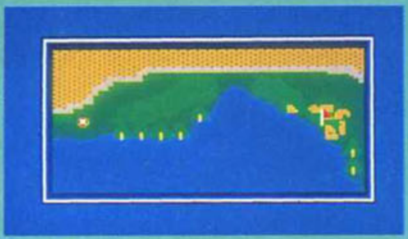


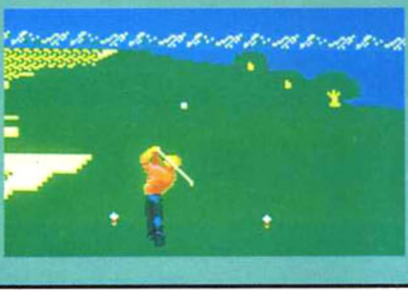
JACK NICKLAUS' 18 GREATEST HOLES OF MAJOR CHAMPIONSHIP GOLF™

from KONAMI

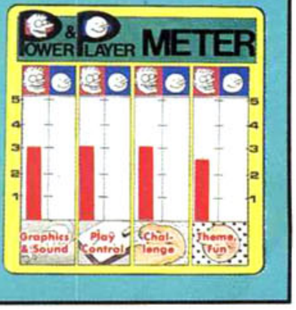
TM Golden Bear International, Inc.
© 1989 by Accolade, Inc.

Have you ever played the 8th hole at Pebble Beach, the 14th at St. Andrews, the 10th at Riviera and the 4th at Baltusrol in one outing on the links? Well now you can! Jack Nicklaus himself picked the 18 holes you'll play in "... Major Championship Golf". Selected for their challenge, historical importance and natural beauty among other factors, every hole is unique. Play control on this game is a bit different than on other NES golf games, but still allows you to hook and slice the ball to make that difficult shot. You can set up the game to play at beginner or expert skill levels, skins or stroke play, and with a male or female player. By sharing controllers, up to four can play, against each other or the computer— you can even golf against Jack Nicklaus (or seven other golfers). So break out your clubs and do some major championship golfing!





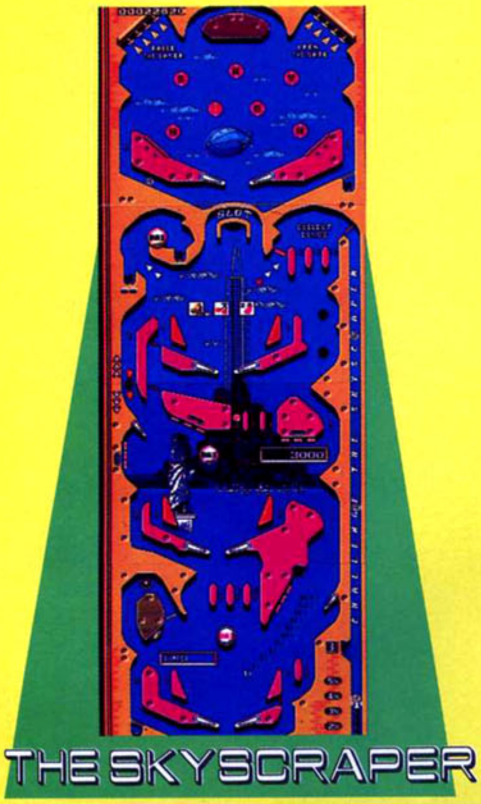
Here's an overhead shot and a view from the tee at the eighth hole at Pebble Beach.



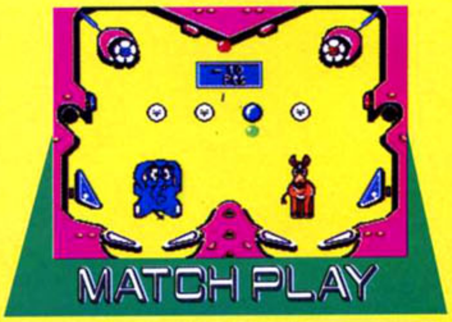
ROLLERBALL™

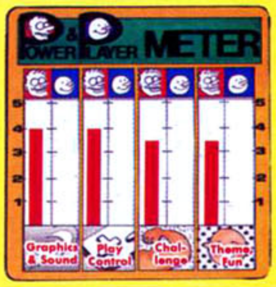
from HAL AMERICA

TM Gak America © 1988 HAL America



Challenge the Skyscraper or take on a friend in Matchplay; Rollerball is two great pinball games in one! Skyscraper is a realistic pinball game played on four vertically scrolling screens. One to four players can join in the fun. Like a real pinball machine, Skyscraper has many targets, slots and gates that give you a chance to rack up bonus points if you hit them. Matchplay involves a two player simultaneous pinball duel between an elephant and a donkey. The object is to keep two balls constantly in play while hitting targets to reduce the other player's score. You can assign different handicap points for each player so players of different skill levels can compete equally. Besides the realistic pinball feel of the game and the colorful graphics, the best thing about Rollerball is that it won't tilt!



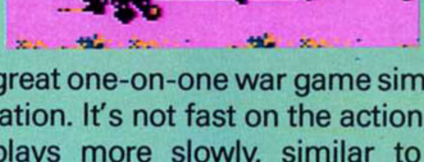


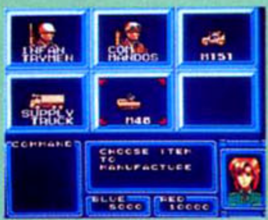
CONFLICT™

from VIC TOKAI INC.

TM&© Vic Tolcai Inc.

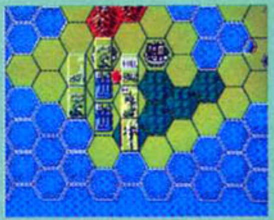
The world of modern mechanized warfare is the subject of this battlefield simulation, which gives you control of a modern assault force consisting of armored units, soldiers and aircraft. Your job is to take out the enemy's flag tank, and that task is easier said than done. Both sides have industrial complexes that allow them to produce additional weaponry during the campaign, and scoring victories will give you credit to further build up your forces. This game makes a great one-on-one war game simulation. It's not fast on the action, it plays more slowly, similar to a board game and it really challenges your strategic instincts. You can also play the computer, a very tough opponent which usually has an advantage in any given scenario. Every player will be sure to have their own strategy and tactics in this game, but we found it best to play defensively at first, building up your forces before launching your attack.



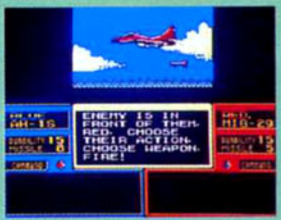


CHOOSE ITEM TO MANUFACTURE

Build as many ground to air attackers as possible.

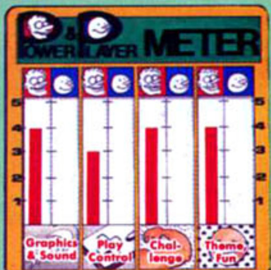


Surround your factories and flag tank with them.



ENEMY IS IN FRONT OF THEM. RED. CHOOSE THEIR ACTION. CHOOSE WEAPON. FIRE!

Build up strength and then attack.

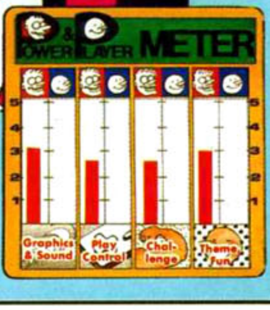


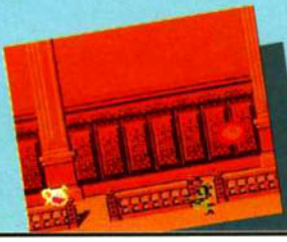
GHOSTBUSTERS II™

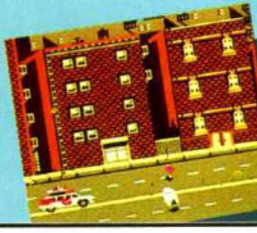
from MEDIAGENIC

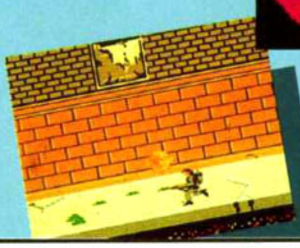
TM Columbia Pictures
© 1989 Columbia Industries, Inc.

Something evil is brewing in New York's Museum of Modern Art, slime is spurting from the city's manholes and ghosts are terrorizing the citizens–who you gonna call? Ghostbusters! Fresh from their appearance in the hit movie Ghostbusters II, the ghostbusting gang is back for an NES sequel. Explore spook infested sewers, cruise with the Ectomobile through the city streets, pick up valuable ghostbusting objects and foil the evil Vigo's aspirations of world domination.





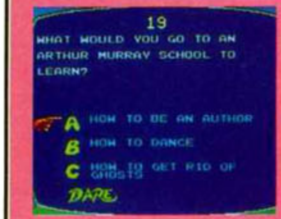




DOUBLE DARE®

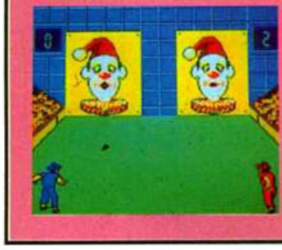
from GAMETEK

R&© 1988 MTV Networks Inc.
Program and Audio-visual by Rare, Ltd.



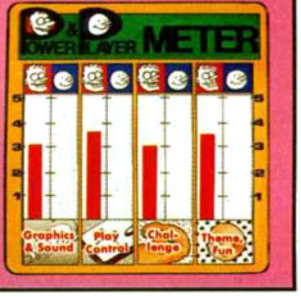
19
WHAT WOULD YOU GO TO AN ARTHUR MURRAY SCHOOL TO LEARN?
A HOW TO BE AN AUTHOR
B HOW TO DANCE
C HOW TO GET RID OF GHOSTS
DARE

The Mental Test



The Physical Challenge

Like the TV show on which it's based, Double Dare will challenge your mind as well as your reflexes. The mental challenges comes in the form of crazy trivia questions. It's pretty easy to beat the computer, but try playing against a fellow trivia buff for a real challenge. The physical challenges are, well, a bit more difficult to describe. For starters, try having yourself shot out of a cannon into a giant plate of pasta. Or having to toss bananas into the paws of an enormous ape. We don't recommend trying these tricks at home, except that is, on your NES.

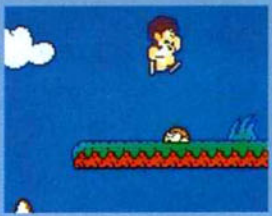


KID KOOL™

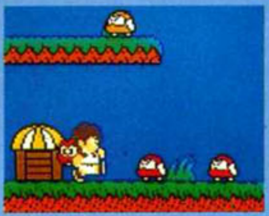
from VIC TOKAI INC.

TM&© Vic Tokai Inc.

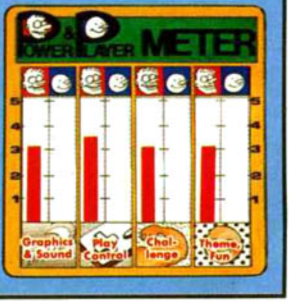
In a mysterious fantasy world of the past, a beloved king lies dying. The enemies of his kingdom are massing for an attack. He needs seven herbs to regain his health within three days, or the leaderless kingdom will be taken over. It's up to the cleverest kid in the kingdom, Kid Kool, to find the herbs. Zany enemies will make the mission difficult, but the Kid will have help from a magical little fur-ball pet. Kid Kool's action graphics have a certain whimsical quality about them and will appeal to players of all ages.



Stomp these crazy creatures!



Be sure to have your little alien buddy with you!



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

■ADVENTURES OF TOM SAWYER

Butch Lewis & Vinnie Alvis▶	Eagle River, AK▶	Finished
Jon Murphy & Eric Bohlen▶	Palmer, AK▶	Finished

■AMAGON

Brian Tromley▶	Hampton, VA▶	284,200

■BAD DUDES

Steven McKenna▶	Milford, CT▶	999,999

■BUGS BUNNY'S CRAZY CASTLE

William Bierwas▶	Ringwood, NJ▶	Finished
Chris Gabriel▶	Winnie, TX▶	Finished
Jason Garrity▶	Stratford, CT▶	Finished
Paul LeRoy▶	Pinebluff, NC▶	Finished
Justin Monahan▶	Saint Louis, MO▶	Finished
Nicholas P. Dashnaw▶	South Glen Falls, NY▶	Finished
Brendan Pierard▶	Coal City, IL▶	Finished
Ian Quinn▶	Detroit, MI▶	Finished
Tommy Roberts▶	Ravenna, OH▶	Finished
Chris Todd▶	Belvedere, SC▶	Finished

■CASINO KID

Elaine & Raymond Lee▶	Reynoldsburg, OH▶	Finished
John Bussiere▶	Pawtucket, RI▶	Finished
Wesley Enterline▶	Rio, WI▶	Finished
Billy LaBantschnig▶	Arlington Heights, IL▶	Finished
Craig Lax▶	Burbank, CA▶	Finished
Silas Lind▶	Rockford, IL▶	Finished
Jason Rachiele▶	Salt Lake City, UY▶	Finished
Michael Shaw▶	Vineland, NJ▶	Finished
Buzz Sullivan▶	Forest Lake, MI▶	Finished
Dan Zalorski▶	Nanticoke, PA▶	Finished

■CLASH AT DEMONHEAD

J & S King▶	Lillian, AL▶	Finished
Ken Fredrick▶	Canfield, OH▶	Finished
Jason Hart▶	Corvallis, OR▶	Finished
Andy Johnson▶	Mayfield, KY▶	Finished
Barry Leffew▶	Marion, IA▶	Finished
Steve Riley▶	Albuquerque, NM▶	Finished

■COBRA TRIANGLE

Aaron & Gary Gonzales▶	San Bernardino, CA▶	999,950
Ted Tanner▶	Arlington Heights, IL▶	961,400
Matthew LeCrev▶	San Bernardino, CA▶	943,150
Corey Kegley▶	Port St. Lucie, FL▶	914,800

■DEFENDER OF THE CROWN

Gregg Braaten▶	Austin, MN▶	Finished
David Gordon▶	Sherman Oaks, CA▶	Finished
Morton Grant▶	Houston, TX▶	Finished
Ricky Karowski▶	East Hanover, NJ▶	Finished
Matthew Maimone▶	Havertown, PA▶	Finished
Cory Wardlaw▶	Lapeer, MI▶	Finished

■DISNEY'S DUCK TALES

Raul A. Velázquez▶	Dallas, TX▶	$19,731,000

■GALAGA

Matt Hardwick▶	Bothell, WA▶	18,059,010
Cheryl Verwolf▶	Puyallup, WA▶	6,015,700

■GODZILLA

Howard Lee▶	Brooklyn, NY▶	10,999,880
William McLean▶	Suitland, MD▶	10,975,800

■GRADIUS

Richard Cotlage▶	Omaha, NE▶	9,918,500

■GYRUSS

Willie Jackson▶	Los Angeles, CA▶	3,478,250
Ronald Goldstein▶	Brooklyn, NY▶	2,629,550

■IRONSWORD

David DeSantis▶	Watsonville, CA▶	120,201

■MAGMAX

Jim Dropinski▶	Omaha, NE▶	1,036,000

■MILLIPEDE

Teddy Jeveli▶	Wintrop, MA▶	472,333
Hugh Randall▶	Prudenville, MI▶	449,568

■MONSTER PARTY

Brian Gordon▶	Minneapolis, MN▶	1,069,100

■NINJA GAIDEN

Brian Hensel▶	Cottage Grove, MN▶	999,900
Mike Ihly▶	Denver, CO▶	999,900
Mathew Krmpotich▶	Virginia Beach, VA▶	999,900
Alex Seguin▶	Dallas, TX▶	999,900
Jeff Young▶	Canton, OH▶	999,900

■NOBUNAGA'S AMBITION

Brian & Tom Sherwood▶	Costa Mesa, CA▶	Finished
Harry B. Slagle▶	San Diego, CA▶	Finished
Randy Gedarro▶	Pearl City, HI▶	Finished
Mark Seago▶	Kansas City, MO▶	Finished
James Todd▶	Houston, TX▶	Finished

■OPERATION WOLF

Dan Preece▶	Bradenton, FL▶	1,413,250
Travis Timmons▶	Laurel, MD▶	1,137,700

■PLATOON

Brandon Gibreath▶	Annapolis, MN▶	339,000

■P.O.W.

Ryan Burton▶	Maywood, NE▶	250,600
Zach Devine▶	Omaha, NE▶	229,700
Ryan Shaughnessy▶	Lakeville, MN▶	223,700

■RAMPAGE

Ron Temple▶	High Falls, NY▶	41,520,600

■RENEGADE

Jonathan Meza▶	Bronx, NY▶	999,963
Todd Lynch▶	Salem, OR▶	999,950
Matthew Riggins▶	Los Angeles, CA▶	987,250

■ROMANCE OF THE THREE KINGDOMS

Ed Enright▶	Catasauqua, PA▶	Finished
Mark Srago▶	Kansas City, MO▶	Finished

■SHADOWGATE

Stephen August▶	Naples, CA▶	Finished
Dean Brown▶	Katy, TX▶	Finished
Jeff Civitate▶	Escondido, CA▶	Finished
Jimmy Drakapol▶	Highland Springs, VA▶	Finished
Adam Frederick▶	Orland Hills, IL▶	Finished
Chris Greene▶	Jacksonville, FL▶	Finished
Andi Jarrett/Brian Lang▶	Freeburg, IL▶	Finished
Tony Pawlak▶	Palos Hills, IL▶	Finished
Jeff & Bobby Schatz▶	Baltimore, MD▶	Finished
Pete Snyder▶	Zionsville, PA▶	Finished

■SUPER MARIO LAND

Gregory Burke▶	Staten Island, NY▶	551,010
Eric Watanabe & Gabriel Barragan▶	Yorba Linda, CA▶	378,280
Casey Brenner▶	Millbrook, AL▶	297,040
Brandon Pope▶	Chicago, IL▶	274,640

■TEENAGE MUTANT NINJA TURTLES

Donny Cramer▶	DeLand, FL▶	9,999,900
Robert Sheehan▶	Linwood, MA▶	9,999,900

■TETRIS (Game Boy version)

Sparky Yamada▶	Redmond, WA▶	101,836
Marvin Hachmeister▶	Kansas City, MO▶	97,989

■TETRIS

Pak Chang Hum▶	Los Angeles, CA▶	396,951
Kenneth Galbraith▶	Pleasant Grove, UT▶	185,052
Steve Jacobs▶	Englewood, CO▶	118,184
Josh Hechtman▶	Williamsburg, MI▶	110,542
Jason Herrera▶	Henderson, TX▶	105,249

■THE GUARDIAN LEGEND

Leigh Beavers▶	Chapel Hill, NC▶	9,999,990
Roger Cain▶	Scottsdale, AZ▶	9,999,990
Mike Love▶	Mount Pleasant, TX▶	9,999,990
Michael Stetter & Scott Grubbs▶	Erlanger, KY▶	9,999,990
Michael Tanaka▶	San Jose, CA▶	9,999,990
Lee Townsend▶	Clay, KY▶	9,999,990
Shawn Zeller▶	Bartley, NE▶	9,999,990

■THREE STOOGES

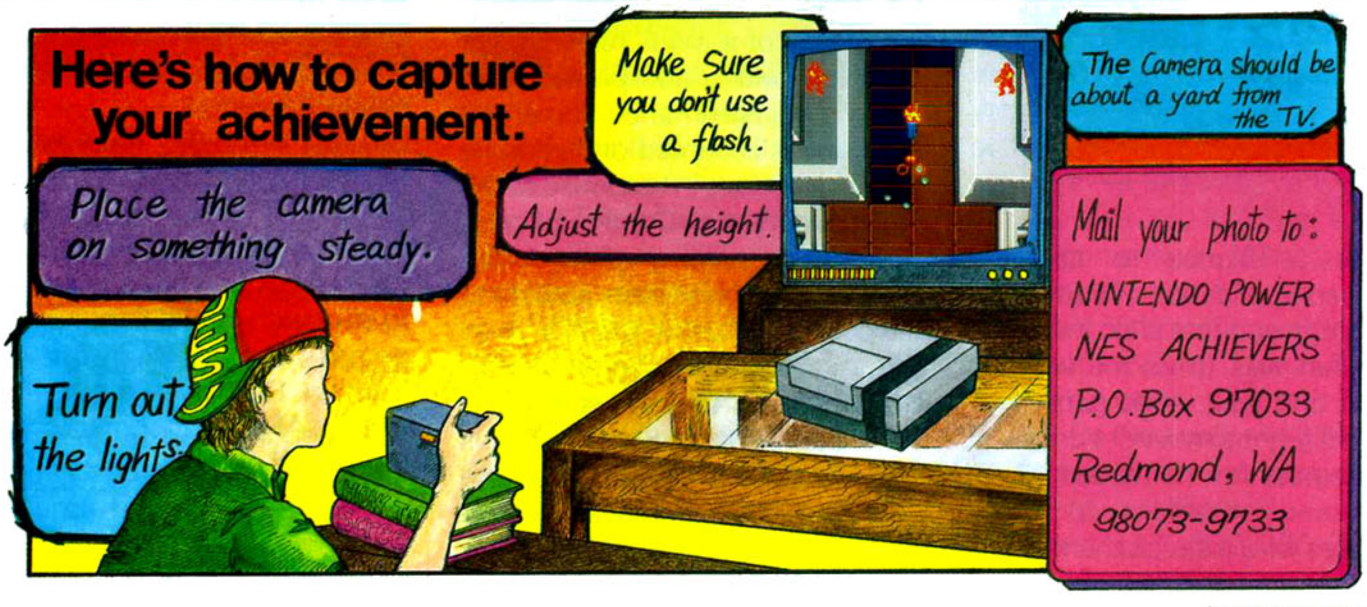
Phillip Price▶	Garland, TX▶	Finished

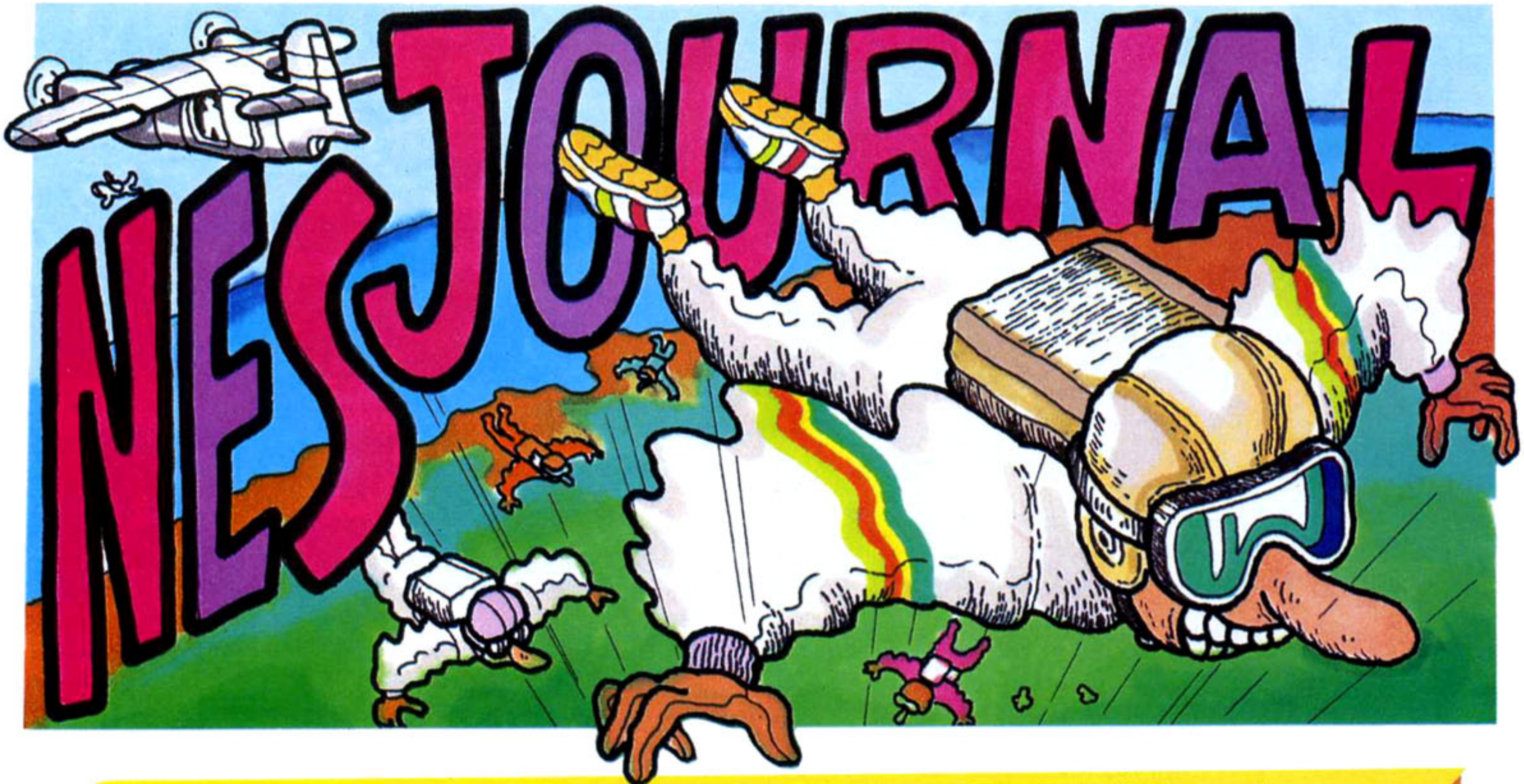
■UNCLE FESTER'S QUEST

Stacey Branson▶	Morristown, TN▶	Finished
Peter Fil▶	Latham, NY▶	Finished
Michael Phillips▶	Newport, AR▶	Finished
Terry Thomas▶	Great Falls, MT▶	Finished
Brad Yost▶	Kirkland, WA▶	Finished

■WILLOW

Adam & Shawn Cross▶	Rochester, MN▶	Finished
Rickstine Carter▶	Bridgeton, NJ▶	Finished
W.C. Cosper▶	Harlem, GA▶	Finished
Matt Enright▶	Catasauqua, PA▶	Finished
J. Johnson▶	Cool Valley, MO▶	Finished
Donald L. Young▶	Hardeeville, SC▶	Finished
Eric Miller▶	Council Bluffs, IA▶	Finished
Joseph Smith▶	Las Vegas, NV▶	Finished
Gregory Vorona▶	Trenton, NJ▶	Finished


Here's how to capture your achievement.
Make sure you don't use a flash.
The Camera should be about a yard from the TV.
Place the camera on something steady.
Adjust the height.
Turn out the lights.
Mail your photo to:
NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
Redmond, WA
98073-9733



Nintendo Power Visits Boeing Flight Simulators

What kind of video game weighs 10 tons, costs over 10 million dollars and hundreds of dollars an hour to play and operates with two 160 Megabyte main frame computers? A Boeing 747 Full Flight Simulator, that's what! These flight simulators are anything but toys, however. They are valuable teaching tools and help make air travel the safest way to go just about anywhere.

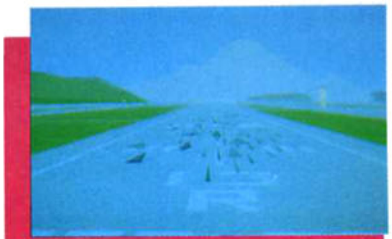
Recently, Nintendo product analysis was treated to a tour of the Boeing Commercial Flight Simulator Training Facility in Seattle, WA.

This is one big video game!

It was a chance to see an advanced application of computer technology and just plain have fun with what was to us the world's biggest and best video game!

Boeing's flight simulators are serious business for the thousands of pilots and maintenance crew members who train on them every year, however. During the rigorous training course, students learn the airplane inside and out, and practice all kinds of maneuvers, including emergency situations they hope will never occur in a real flight!

After a tour of the facility, we were allowed to try our hand at a take off and landing in a 747 Full Flight Simulator (or FFS for short). An FFS is the size of a small room and is complete with a cockpit mock-up using real instruments. The entire structure is mounted on hydraulic lifts which move in response to the cockpit controls. Combined with realistic computer graphics which are projected on mirrors outside of the cockpit windows, the FFS gives you an astounding degree of realism when you take the controls.


Check out these great graphics.

With the engines all set up for us by one of the technicians, the takeoff was a simple maneuver. Once the plane reached 140 miles per hour, we pulled back on the stick and were off into the wild blue yonder. The simulator can bank at up to a 35 degree angle, and so it feels like being in a real plane during takeoff or maneuvers. Boeing's flight simulators have large data bases which allow them to simulate flights to many real airports or to a generic computer generated airport. Landing the plane was a real test of reflexes and skill. However, Howard Phillips, Game Master that he is, actually did a respectable job of it. Others in our group weren't so lucky and usually ended up with less than perfect touch-downs. We left the simulator with a heightened respect for the pilots who daily land the planes at our nation's airports.

Perhaps some day there will be a flight simulator for home use that comes as close to reality as Boeing's advanced flight simulators do. For now though, we'll have to stick with our NES, playing such games as Air Wolf, Infiltrator, Gaptain Skyhawk, Top Gun and Stealth ATF to experience some of the fun of flying.

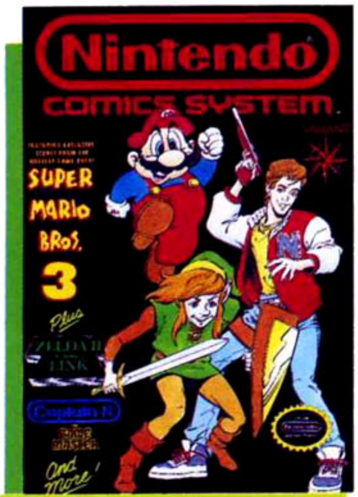
Big News For Comic Fans

The further adventures of Mario and Luigi are on the horizon! No, we're not gossiping about Super Mario Bros. 4, we're talking about the Super Mario Bros. comic book! Voyager Communications Inc., a new comic book company, has recently begun production of comic books based not only on the cast of the Super Mario Bros. series, but other favorite Nintendo games and characters like The Legend of Zelda, Captain N, Metroid, Kid Icarus and Punch-Out!!

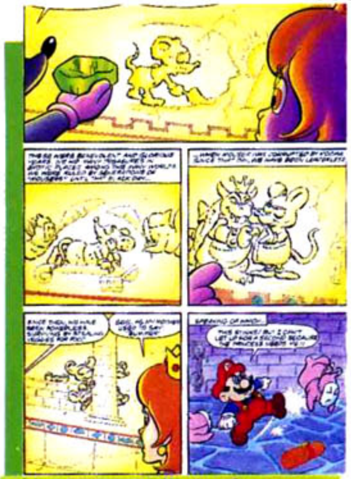
All these titles will be presented under Voyager's comics imprint "Valiant." We asked Jim Shooter, president of Valiant, about what to look forward to in the new Nintendo series.

"Our goal for our Nintendo titles is to make comics that are clear and accessible to everyone, including those who aren't avid comic readers," Jim said. "We're trying a very straight-forward art style, sticking with conventions that are well known. Our stories will be as interesting and entertaining as possible."

Valiant's Nintendo titles will explore areas of Mario and Luigi's personalities that are not seen in the games.



Collector's Item first issue!



Humorous hijinks from Super Mario Bros. Special Edition.

"We're going to go beyond the games and present the characters with human concerns and conflicts. Among other things, we plan on exploring what makes these characters different, funny and exciting" Jim commented.

With Mario and Luigi in the starring roles, the results are, as you'd imagine, both entertaining and humorous.

Valiant's comics are available wherever toys are sold, at most World Of Nintendo outlets, comic book specialty shops and by subscription. Some titles, such as "Super Mario Bros. Special Edition #1," "Nintendo Comics System" and "Super Mario Bros. #1" have already been released, and should be available in stores near you. In May, "Captain N: Game Master #1" and "The Legend of Zelda #1" will be added to Valiant's monthly roster. Future titles based on other games and characters are in the works. For more information on the new Valiant comic books write to:

Voyager Communications Inc.
132 W. 21st St., Fifth Floor
New York, NY 10011.

Tell 'em Nintendo Power sent you.

World Class Service Now Available

Nintendo
WORLD CLASS
SERVICE℠

TEST STATION

One of the keys to the Nintendo Entertainment System's success is the great network of product support that Nintendo has established. An example of the continuing strive is the Nintendo World Class Service program which will soon be available at many World Of Nintendo retailers.

By using a newly developed Nintendo Test Station, your local participating World Of Nintendo retailer can quickly diagnose the source of any problems with your NES. If your NES is still covered by the 90 day warranty, all you need to get it fixed fast is your original, dated sales receipt. If your warranty has expired, you can take your NES to a World Class Service retailer to speed up the repair process and put it back in action quickly. You can also buy a new, Nintendo quality components and get playing again immediately (which is useful if you have a dog that likes to eat NES parts).

Nintendo World Class Service is now available at selected locations in the following states: Massachusetts, New York, New Jersey, Pennsylvania, Minnesota, Wisconsin, Illinois, Virginia, Arizona, California, Connecticut, Maryland and Washington.

For more information on the new Nintendo World Class Service program, or to find out which World Of Nintendo retailers are participating in the program in your area, call Nintendo Consumer Service at 1-800-255-3700.

Out Of This World Munchies

Who says food can't be fun. When you taste these marvelous munchies you'll be on top of the world. Each has received the Nintendo Seal of Quality, too, insuring that you get only the best ingredients and taste. Stock up for parties, lunches, snacks and picnics wherever you see these items available.

Ralston
Nintendo
CEREAL SYSTEM
SUPER MARIO BROS.
ZELDA
FREE

Official
Nintendo
Seal of Quality
TM

Nintendo Cereal System

Two different flavors (Fruity and Berry) are packed in separate pouches in every box. The nuggets are shaped like symbols from the Mario and Zelda games. From Ralston.

Super Mario Bros.

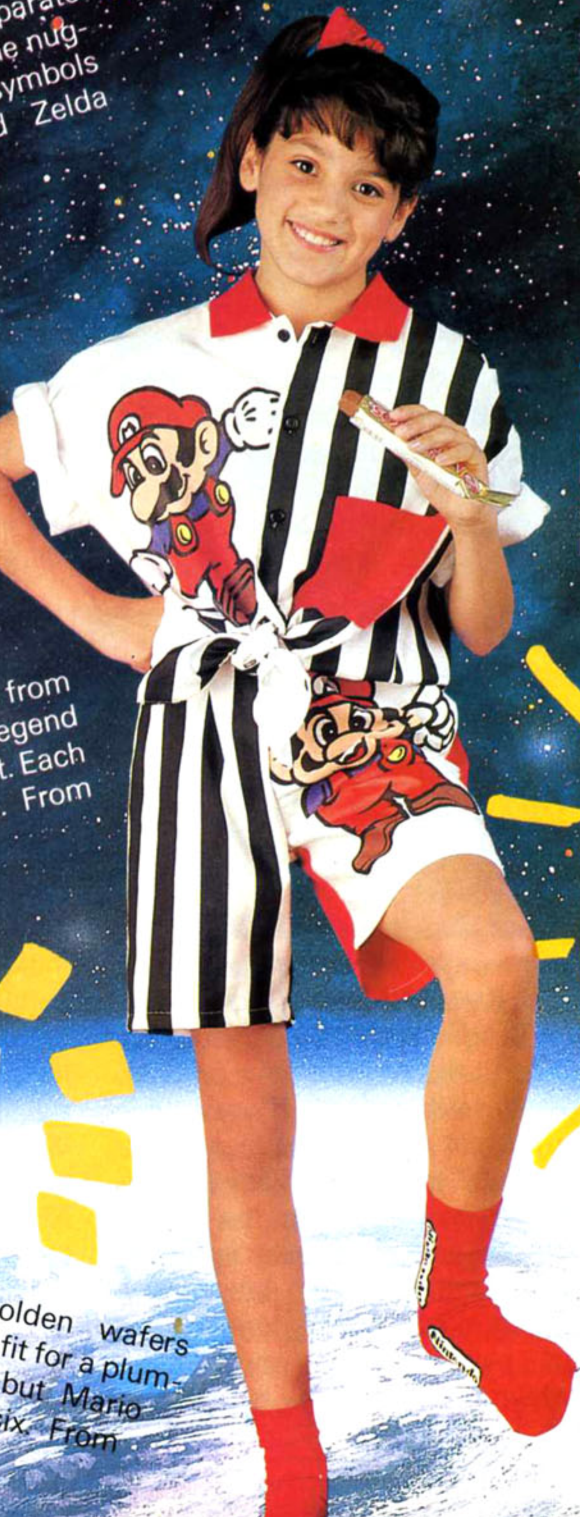
Mario Bros. Candy Bars

A great bite for busy super heroes on the run. Choose from Nut Roll, Milk Chocolate, Peanut Butter, Mint and Chocolate N' Almond. From Candy USA.

SUPER MARIO BROS.

All Natural Juices

Four fresh and natural flavors that come in a handy box. Sip Super Fruit Punch, Warp Zone Orange, Secret Code Grape and Power Punch. By Natural Kids Foods.



The Adventure of LINK
SUPER MARIO

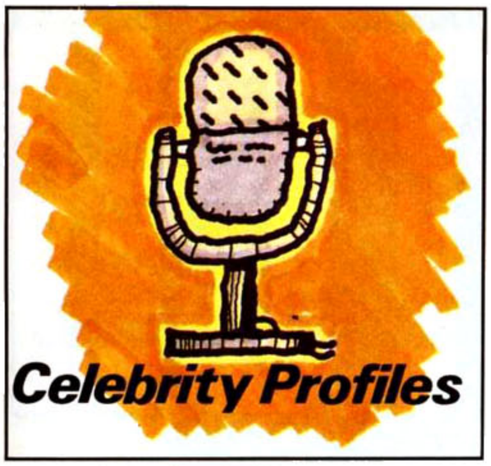
Real Fruit Snacks

Chewy, tasty little characters from Super Mario Bros. and the Legend of Zelda made with real fruit. Each box, contains six pouches. From Thomas J. Lipton.

Nintendo
ICE CREAM SANDWICHES
6

Ice Cream Sandwiches

Creamy vanilla between golden wafers makes an ice cream sandwich fit for a plumber. They're available singly, but Mario prefers them in packs of six. From Gold Bond Ice Cream.



Celebrity Profiles

Willie Aames

Willie's in charge when it comes to Top Gun!

Willie Aames may play a bumbling fall guy as outrageous "Buddy Lembeck" in the hit television series Charles in Charge, but he really takes charge when he plays Nintendo games. Willie has been a dedicated NES player since 1986, the year the system was launched nationwide.

Willie's son Christopher, age 5, gives his dad some stiff competition when they play games together. "The first game we played was Super Mario Bros. and Christopher rescued the Princess before I even got through the first world," laughed Willie.

Whether the two square off against each other in The Legend of Zelda, Gradius or Teenage Mutant Ninja Turtles, Christopher continues to have an edge over his father. There is one game, however, in which Willie has been able to outduel his son. "When we play Top Gun," confided Willie, referring to his favorite game, "I have my secret weapon—I make Christopher clean up his room to distract him! The problem is, his room has been a lot cleaner lately, so I probably won't be the only 'Top Gun' around here for much longer."

Willie began his acting career at the encouragement of his first grade teacher's boyfriend, a television commercial extra. Co-starring roles in two television series were Willie's big break and ultimately lead to his portrayal of "Tommy Bradford" on ABC's highly-rated series of the 70's, Eight Is Enough.

Several movies followed Willie's five-year run on Eight Is Enough, one of which, Zapped, teamed him with his long-time friend, Scott Baio. The pair had so much fun working together they decided to continue their partnership on Charles In Charge. On the show, Willie's portrayal of "Buddy," Charles' best friend, is much like their real life relationship.

In addition to occasionally writing episodes of Charles In Charge, Willie is also busily involved in the cable television series Dead Letters, which he describes as "an anthology show like Twilight Zone but with a sense of humor." However, Willie is most excited about a new show he will be hosting on NBC next fall. Called The Crypton Factor, the weekly game show will quiz contestants in several categories in search for America's brightest teenager. "Hosting The Crypton Factor appealed to me because the show stresses education," said Willie. "The format is similar to Jeopardy in that contestant must have a broad knowledge of several subjects in order to do well," he added.

When his schedule permits, Willie and his family compete in several fishing tournaments throughout the year. In fact, Willie is such an avid sport fisherman he is currently producing a video on big game fishing. Also an experienced ocean diver, Willie has dived in exotic places like the Red Sea and Australia's Great Barrier Reef.

But whether he's battling a huge marlin in a deep sea fishing tournament or dueling with an enemy plane in Top Gun, Willie knows he will always come out a winner, even if he can't make the fish clean its room! .

Celebrity Game Review— Captain Skyhawk

"We both felt like Luke Skywalker in Star Wars," replied Willie when asked what he and Cristopher thought of Captain Skyhawk. "The game has the best graphics of any we've ever played. You really feel like you're part of the action," he added enthusiastically.

"As the pilot of a high-speed jet fighter," said Willie, "you fly through canyons and over forests and deserts in a mission to destroy enemy ground forces. But you have to be careful," he commented. "Not only do you have to constantly dodge enemy ground fire, but you also must repel waves of attack planes trying to blast you from the sky."

After climbing to level five ("220,000 points!"), Willie gave Captain Skyhawk a resounding thumbs-up. "The game was awesome!" exclaimed Willie. "Not only was it extremely challenging, but Cristopher and I had a lot of fun playing it, too. On a scale of one to five, we definitely give it a five!"

PAK WATCH

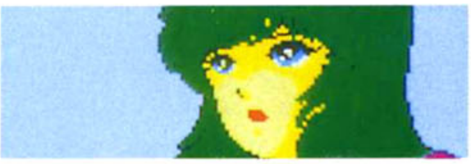
NINTENDO
POWER

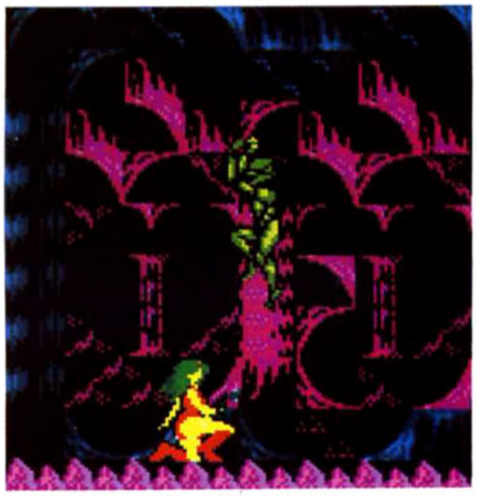
A LOOK INTO THE FUTURE OF NES GAME PAKS!!

WURM

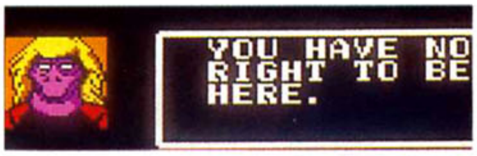
We saw many great games at the CES—games that really take full advantage of the NES' programming potential. One we thought really packed a lot into one Game Pak was Asmik's Wurm. A science fiction adventure, Wurm follows members of the Drill Force as they take a journey to the center of a strange planet. Their awesome drilling machine, the VZR-5, can tunnel through solid rock and transform into several forms, including a powerful flying fighter. The four-man crew each has different areas of expertise: Dan, the pilot with nerves of iron; Moby, the brave navigator and explorer; Locke, the engineer; and Mike, the biologist. Together, the team will explore danger-filled subterranean caverns in search of missing Drill Force VZR ships. Along the way, they will encounter hostile creatures and bizarre civilizations.

As we mentioned, Wurm is distinguished by the variety of different game play tasks the game contains. There are both top-to-bottom and left-to-right scrolling action scenes, cinema screen style interaction with the crew members, first person perspective battle segments and exploratory scenes with the crew outside of the VZR-5. It's one to watch for!

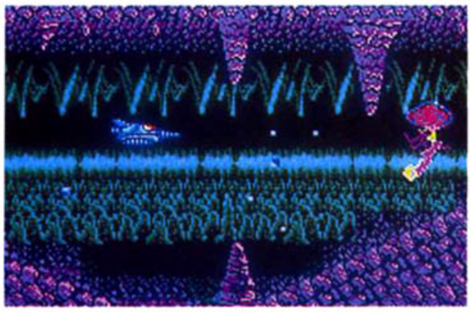




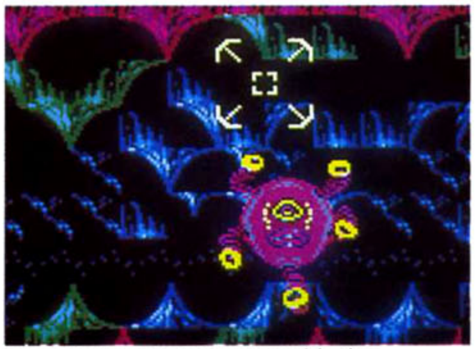
Encounter with an alien creature.



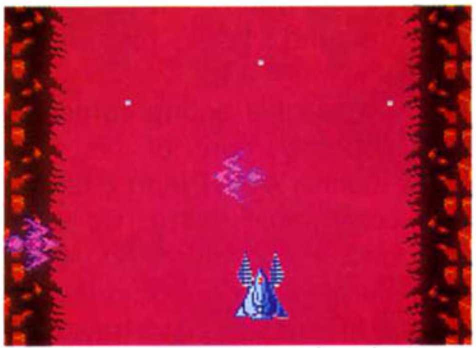
YOU HAVE NO
RIGHT TO BE
HERE.



Side view scrolling action against subterranean proto-bio-monsters!



Face-to-face encounter with the unknown!



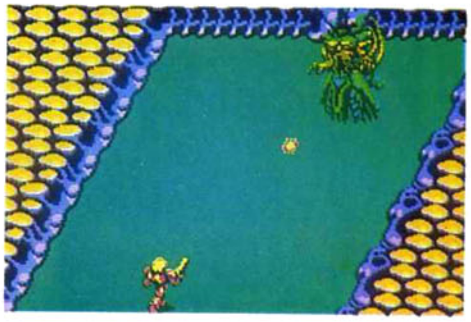
A view from above over a fiery lava lake!

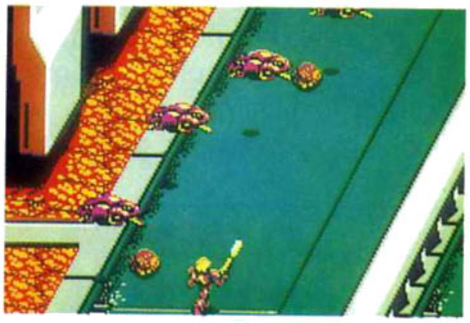
PAK WATCH

ISOLATED WARRIOR

Cut off from any hope of relief, Max Maverick, a trainee of an elite combat troop, must fight his way through advanced cities which have been overwhelmed by alien creatures. Armed with rifle, grenades and a powerful battle suit, he is— the Isolated Warrior!

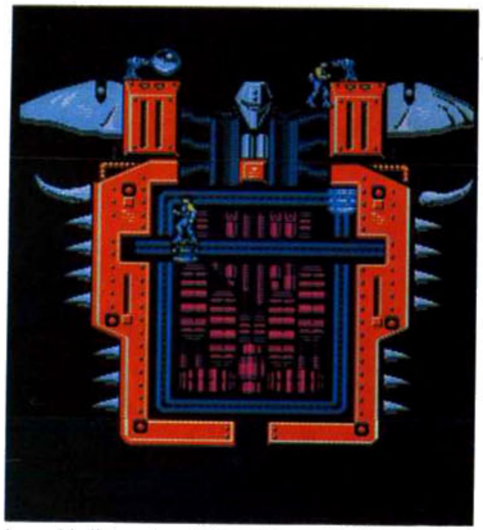
Isolated Warrior, a future offering from NTVIC, differs from the typical NES "dodge and destroy" game. It features colorful graphics and a unique three-dimensional viewpoint on the action (somewhat similar to the old arcade game Zaxxon). Later stages have different viewpoints, including a first person view combat sequence. The alien creatures really look like they're from another planet and the ruined city is displayed in 3-D detail. Isolated Warrior is still in the prototype stage, but looks good so far.



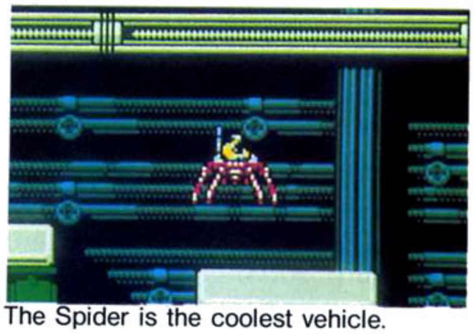


LOW-G-MAN

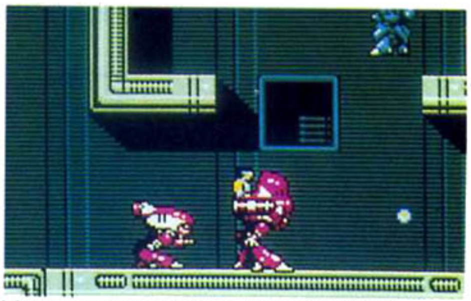
If action is the name of your game, Low-G-Man is your man! Our product analysts just got a brand new version of this one that is far superior to the one we saw at the CES. In this project under development by Taxan, the hero, Low-G-Man, battles to re-take a planet which has been takenover by the very robots sent to colonize it. Low-G-Man has a unique attack— he uses a sturdy metal spear to deactivate the robots, plus he has an electro-magnetic disruptor pistol which will temporarily immobilize any robot. In addition to these weapons, Low-G-Man wears a low gravity backpack which lets him make some amazing jumps, especially when it is fully powered up. This will help him explore the city better, and fight the bosses— towering robots up to three screens tall! Another unique game play aspect is Low-G-Man's ability to wrest different vehicles and weapons from enemy control. There are three cool vehicles, each with a unique mode of locomotion, one is a hovercraft, one is a spider-like contraption and one has mechanical legs for even more powerful jumping. This game should appeal to fans of adventure games, with futuristic locations and exotic weaponry, such as Bionic Commando and Mega Man. Look for more on Low-G-Man soon.



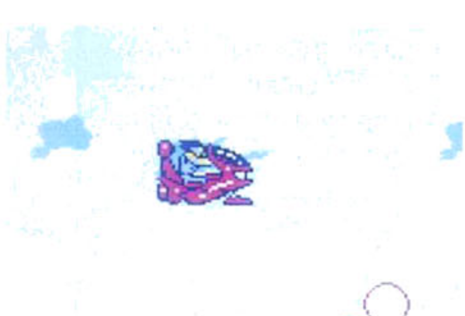
Iron Nail is short for a Low-G-Man boss— he's only two screens tall.



The Spider is the coolest vehicle.



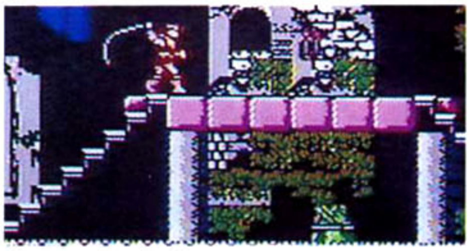
Make amazing leaps with the Walker.

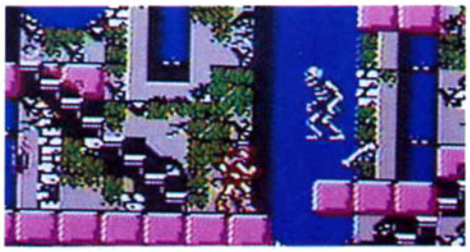


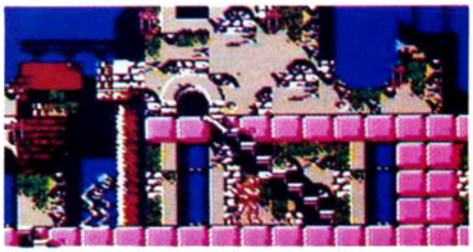
Rise above it all with the Hovercraft.

CASTLEVANIA III

The excitement's starting to build for Castlevania III. Many of you may have gotten a sneak peek at a prototype version of the game on the Power Walk of the Nintendo World Championships. Castlevania III's game play harkens back to the original Castlevania game, but new, tough enemies block Simon's progress through exquisitely ghoulish surroundings: graveyards, ghost ships and haunted castles. And wouldn't you know it—that pesky evil dude Dracula is the ultimate source of Simon's headaches again! Fans of Simon Belmont, get ready; Castlevania III should be creeping its way to your local Nintendo retailer sometime this summer!


Creepy Castles!

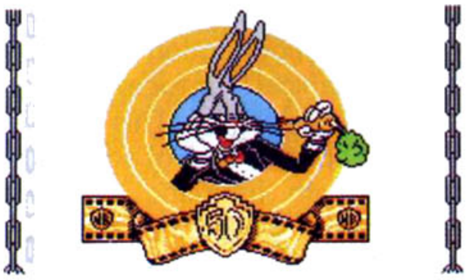

Skeletal Warriors!


And this is just the first stage!

Just Around The Corner

FROM KEMCO-SEIKA

Deja Vu, a game with the same kind of PC game features that made Shadowgate a hit, is on its way to the NES. Set in the present day, Deja Vu involves a murder mystery with a Twilight Zone feel. The story goes that you wake up in a Las Vegas hotel room and find a murder victim. You must find the killer to clear your name. In the course of your investigations, you will meet many strange individuals and even do some gambling (both activities you'd experience in the real city of Las Vegas). Deja Vu will have 3 "megs" of memory and feature over 100 screens to explore.

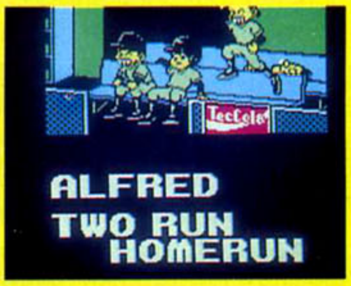


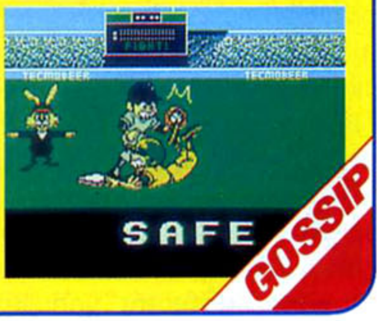
The Bugs Bunny Birthday Blowout, which is due out soon, celebrates the 50th birthday of that "wascally wabbit", Bugs Bunny. It chronicles the antics of Bugs as he tries to get to his birthday party. Bugs' journey is made unpleasant by certain anti-social 'toons, like Wile E. Coyote, who weren't invited to the bash.

A little further off from Kemco-Seika is a NES version of the Amiga game North And South, an action/strategy game set in America during the Civil War.

Our investigators at the CES found out that Tecmo is planning on re-releasing Tecmo Bowl with updated player roosters at around the time this fall's football season begins. They are also working on Tecmo Bowl II, Solomon's Club (a sequel to Solomon's Key) and a driving game tentatively titled "Head On".

With so many good baseball simulations available for the NES, you might think it's bad news that yet another is on the way. But Bad News Baseball from Tecmo is a very good baseball simulation, with better graphics and play control than Tecmo Baseball. Plus, it switches to cool close-ups cinema scenes when covering close plays.



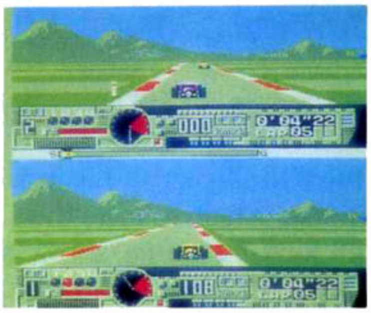


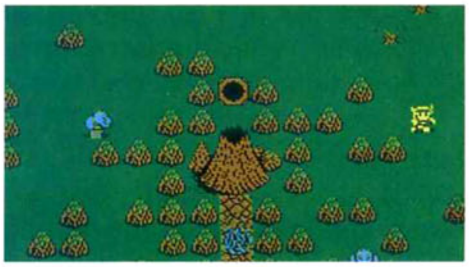
GOSSIP

Just Around The Corner

THREE FROM SAMMY

American Sammy has three new titles in the works, each in a different gaming area. Michael Andretti's World GP is their entry into the NES driving game race. It has 16 world grand prix courses to race on, and on each Michael Andretti gives his personal advice on how to handle the course. Although the play control is different than in other racing games, the best thing about this one is that you can race against time, a pro racer, or another player (with split screen graphics). Arkista's Ring may look like a RPG at first glance, but it plays like an action game. Arkista, the elf heroine must find eleven treasures somewhere in the game's 125 levels.



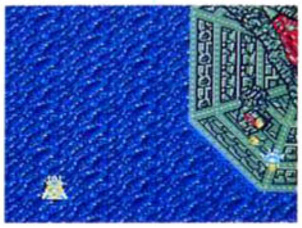


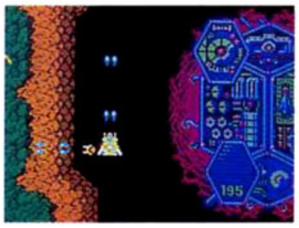
Silkworm is an action contest which allows for two player simultaneous play, where one player controls an attack helicopter, the other a high powered jeep. Big variety, Sammy!

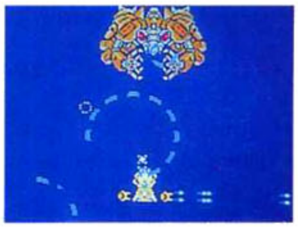
Just Around The Corner

FROM IREM

Irem, the creators of the arcade favorite R-Type, are planning to bring Image Fight, an arcade style action game, to the NES. Yes, there are awesome aliens from outer space threatening Earth; and yes, there is a lone hero in a rocket fighter who is the only hope for otherwise defenseless mankind. However, Image Fight goes beyond the average battle game with wild arcade-style action and colorful graphics. Your ship can collect many optional weapons that almost fill the screen with energy. To add to the challenge though, the enemies have some heavy weapons of their own. We expect this one to become a favorite of "shoot-em-up" fans.

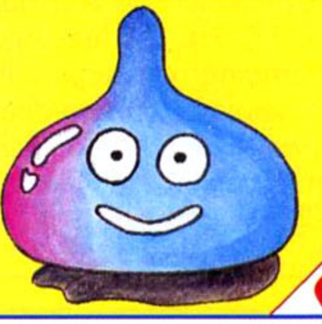






The U-Force was a bit difficult to find during the past holiday season, but it is now in much greater supply. Several U-Force enhanced games are in development including a 1st person perspective combat/martial arts/boxing game which will include a training session with several exercises. Also in the works is an RPG which will use the regular controller for movement and the U-Force for activities such as using items, combat and magic! All these games will have special play features which will be accessible with the U-Force controller. We'll be interested in testing them, "hands off" of course, to give you a better "feel".

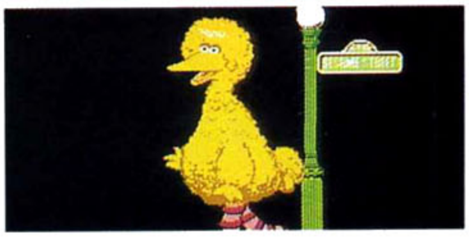
Enix, the developers of Dragon Warrior, are forming an American division to release Dragon Warrior II. Rumor has it that this one has a much larger world to explore than the original, and it allows you to control a three character party.



GOSSIP

Just Around The Corner

FROM HI-TECH EXPRESSIONS



Following the success of their educational games designed for younger players, Sesame Street 1-2-3 and A-B-C, Hi-Tech will be expanding their appeal to reach other age groups in the family. Currently in the works are The Hunt For Red October, based on Tom Clancy's best selling submarine hunt thriller (and hit movie); Fun House, which follows the successful kids TV game show; and Jim Henson's Muppet Adventure: Chaos at the Carnival. Other titles on the horizon include Big Bird's Hide and Speak (a game which will incorporate more voices than any NES game so far); The Loony Toons Cartoon Maker (the first NES animation program, featuring Bugs Bunny and Road Runner); Robin Hood: Adventures in Sherwood Forest (a RPG with arcade action); and War In Middle Earth (an epic game based on Tolkien's classic fantasy novels). Quite a line-up!

Just Around The Corner

FROM MINDSCAPE

Mindscape announced several titles at the CES that should be finished sometime this fall. The best of the crop is Gauntlet II, based on the arcade hit. From what we've seen, the programmers have done an incredible job on the translation. The NES version looks, sounds and feels like the coin-op, most notably because it has a four player simultaneous mode that can be used with a four player accessory.

Mindscape is also working on Dirty Harry, an action game based on the movie series; Days Of Thunder, a stock car racing game that follows the story of the summer movie of the same title; and Bruce Lee Lives, a NES translation of the PC favorite following the tongue-in-cheek continued adventures of the martial arts legend.

Just Around The Corner

FROM FCI

FCI has picked up the rights to the entire series of Advanced Dungeons and Dragons PC games for the NES, with the first game in their series being Heroes of the Lance. The next title will be Pool of Radiance, which will be oriented more towards role playing style of play, compared to the action and adventure of Heroes. FCI is also working on a sequel for Ultima for the NES titled Quest of the Avatar (based on Ultime IV for the PC) and a NES version of the PC hit

DragonLance

Bard's Tale. It looks like FCI may be a company to watch for NES role playing games!

Mediagenic is planning for a busy fall NES season, and told us about a few of their future projects. First is an outer-space racing game using armed hovercraft vehicles with a R.C. Pro-Am feel. Another is a space exploration "light RPG" which is being programmed by Interplay. It involves the adventures of a "Dudley Do-Right" type character as he tries to deactivate a planetary communication computer network gone wrong. Also, Mediagenic plans to introduce an advanced flight simulator with cinema scenes to tell the game's story and a NES translation of a Japanese action classic, Winchester.

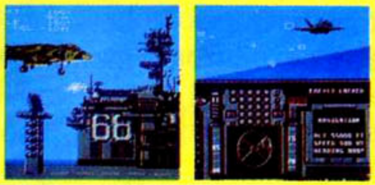
PAK WATCH

GOSSIP GALORE

We're trying to catch up with all the games that were announced at the Winter CES in this issue's expanded Pak Watch. We remind you that Pak Watch sometimes covers games that are not coming out for a while because they're still under development, although some will be out sooner than others. We hope the advance looks we give here will whet your appetite for some hot gaming!

U.S.M.C. HARRIER JET FLIGHT SIMULATOR

Absolute is following up the success of A Boy And His Blob with a U.S.M.C. Harrier Jet simulation which aims at being more realistic than any other NES flight simulation. Special features include a life-like, detailed instrument panel and "windshield displays" in a view from the pilot's seat. The game also includes vertical take-off and landing in a side view and an air-to-ground combat sequence in a view from behind the plane. Also in the works is a Space Shuttle mission simulator that will encompass a wide variety of shuttle tasks.



PIPE DREAM AND HATRIS

Bullet Proof Software, the people who helped bring Tetris to Game Boy and the NES, have more puzzling fun on the way with two new titles, Pipe Dream and Hatris. Pipe Dream, which was developed for the PC market by Lucasfilm Games, challenges your ability to construct a series of pipes to control the flow of a stream of sludge called flooz. Once you get used to the simple concept of this game it's just as addicting as Tetris. Speaking of Tetris, the other game BPS has under development, Hatris, is an Alexey Pazhitnov encore to that mind-bender. In Hatris, six different styles of hats fall down the screen in pairs. You need to arrange the hats in stacks according to their type to keep the piles from growing too high. You'll have to be a man of many hats to master this one.

NES PLAY ACTION FOOTBALL

Nintendo's gridiron simulation promises to be the most entertaining and advanced NES football game yet. Nintendo has done extensive research to make the team rosters as accurate as possible (barring surprise trades or injuries). It now looks like the game will start making its way into stores this summer, in plenty of time for the fall football season.

SWORDS AND SERPENTS

Our friends at Acclaim let us in on what they have in store for the NES. Swords And Serpents, the tentative title of their coming role playing game, incorporates features of actual role playing games, including the ability to "roll up" your own character. Plus, up to four players can play simultaneously (with a four-player controller), with each player controlling a member of the four-person party.

NES PLANNER

MAY	**Burai Fighter** **Pinbot**
JUNE	**Bad News Baseball** **Ninja Gaiden II**
JULY	**Adventures In The Magic Kingdom** **Arkista's Ring** **Boulder Dash** **Captain Skyhawk** **Crystalis** **Dragon Spirit** **Final Fantasy** **Image Fight** **Jeopardy 25th Anniversary** **Journey To Silius** **Little League Baseball Championships** **Mechanized Attack** **Michael Andretti's World GP** **NES Play Action Football** **Pictionary** **Pinball Quest** **Rad Racer II** **Rescue Rangers** **Rocket Ranger** **Silkworm** **Solstice** **StarTropics** **Starship Hector** **The Last Starfighter** **The Mafat Conspiracy: Golgo 13 II** **Tombs & Treasure** **Wall Street Kid** **Wizardry**
AUGUST	**AD&D Heroes Of The Lance** **Battle Chess** **Bigfoot** **Cabal** **Circus Caper** **Dungeon Magic** **Dusty Diamond's All-Star Softball** **Gilligan's Island** **Heavy Shreddin'** **Mad Max** **Narc** **Nightmare On Elm Street** **Rally Bike** **Shingen The Ruler** **Super Off-Road**
FUTURE	**AD&D Pool Of Radiance** **Bugs Bunny's Birthday Blowout** **Castlevania III** **Deja Vu** **Dragon Warrior II** **Hunt For Red October** **Isolated Warrior** **Low-G-Man** **Maniac Mansion** **Mission: Impossible** **Puss 'N Boots** **Total Recall** **Ultima II: Quest Of The Avatar** **WURM**

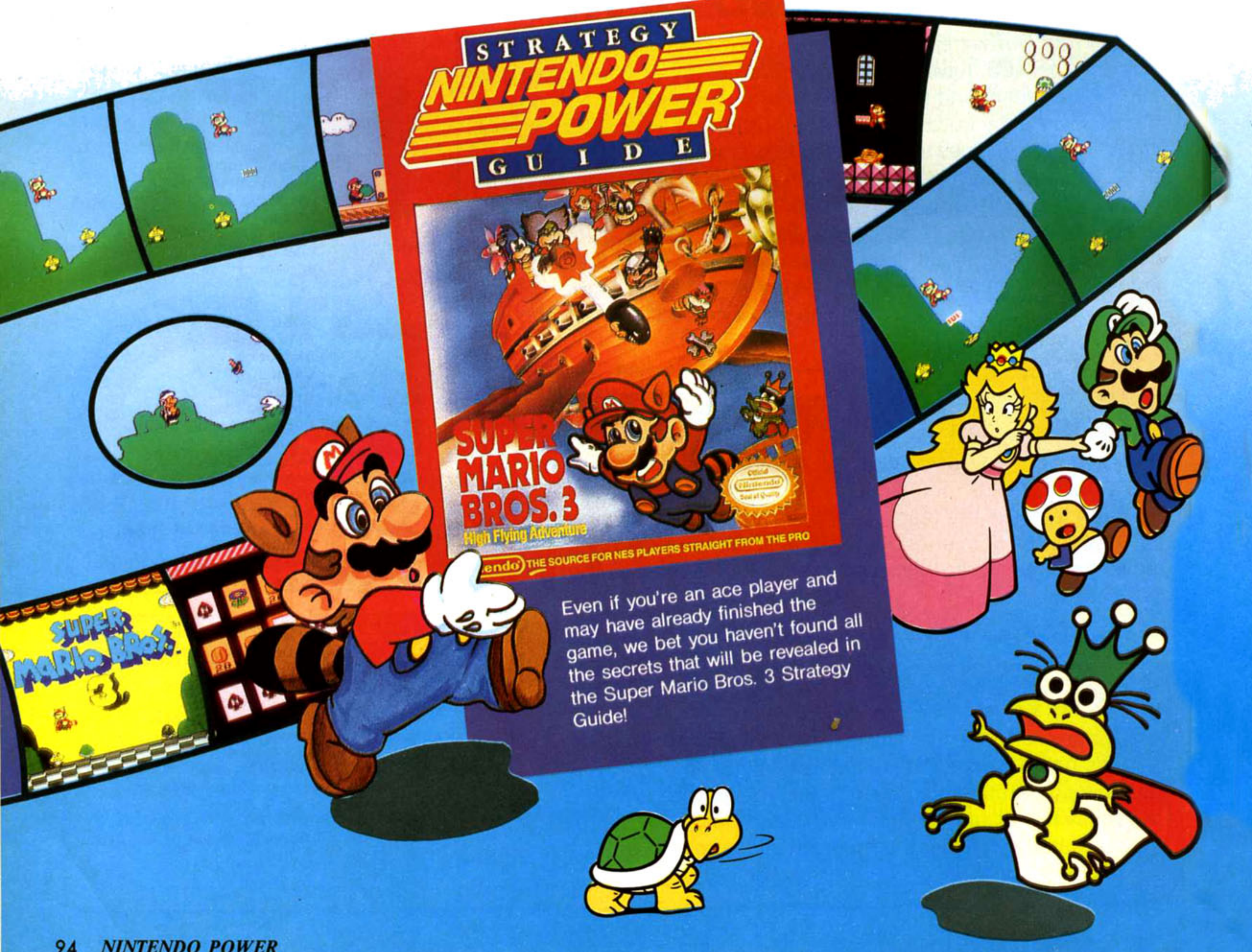
SUPER MARIO BROS. 3

STRATEGY GUIDE ON THE WAY!

LOOK FOR EXCLUSIVE TIPS ON SUPER MARIO BROS. 3

We hope everyone will have a chance to sample the fun of Mario and Luigi's latest adventure in Super Mario Bros. 3! As far as tips on the game go, we didn't mean to leave you hanging since the March/April review, but we thought that some of you would like a little time to figure out the secrets of SMB3 for yourself. Coming in June, though, we're going to spill the beans in the premier Nintendo Power Strategy Guide! Here's the deal: instead of having to wait two months between issues of Nintendo Power, on alternating months we'll publish a special Strategy Guide that will give you in-depth coverage of a top rated game. This is at absolutely no extra cost for subscribers. It's like getting twice the Power for the same amount of money! (Non-subscribers, don't worry; you can get the Strategy Guides in stores for $3.50.)

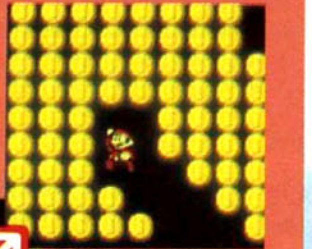
Each Nintendo Power Strategy Guide will contain hot tips that you just can't get anywhere else. Our pros spend hours learning the games inside and out, sometimes with the help of the game's programmers, and then pass their findings directly on to you. For those of you who can't wait, here's just a taste of what you'll find in the first Nintendo Power Strategy Guide on Super Mario Bros. 3!



Even if you're an ace player and may have already finished the game, we bet you haven't found all the secrets that will be revealed in the Super Mario Bros. 3 Strategy Guide!

POWERFUL 1-UP TECHNIQUES!

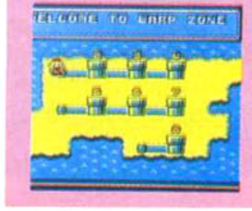
Super Mario Bros. 3 is a very challenging game, especially in the higher levels. However, there are many ways to collect extra Marios. We'll let you know top secret techniques to collect 100 extra lives!



Revealed: The 1-Up "factory" in the Fortress of World 7. Unlimited coins mean unlimited lives!

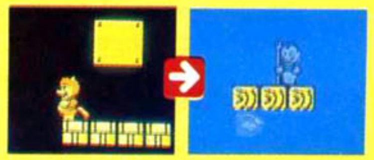
MYSTERIOUS WORLD 9!

World 9, also known as the "Warp Zone" will take you to any world you want to go to— if you know how to get there. In the Strategy Guide, we'll tell where you can find all three Warp Whistles!



SECRETS OF MARIO'S NEW SUITS!

One of the most unique (and fun) features of Super Mario Bros. 3 is the new suits Mario can use to Power-Up with. The Frog Suit, for example, gives Mario the ability to swim like an amphibian. You may be saying, "that's in the instruction manual." Well, the Frog Suit, and Mario's other super suits, have many exciting powers that are not immediately obvious.



Revealed: Strategic uses of the Tanooki Suit's ability to turn Mario into an invincible Statue.

Revealed: Go where no other suit can go with the Frog Suit!

AND MORE GREAT STRATEGY GUIDES ARE ON THE WAY!

Although the May/June issue will be the last one with a bound-in tip book, the regular issue of Nintendo Power will still contain over 100 pages of tips and game play information straight from the pros. Nintendo Power Strategy Guides will also be available in World Of Nintendo outlets and other selected stores, just like Nintendo Power is. Here's a look at some games that will be featured in future Nintendo Power Strategy Guides!

NINTENDO POWER STRATEGY GUIDES— PURE POWER STRAIGHT FROM THE PROS!

NINJA GAIDEN II

Tecmo's ninja hero, Ryu Hayabusa, is set for a new adventure against the forces of chaos in the most challenging action contest for the NES yet. Our August Strategy Guide will reveal Ryu's ninja secrets.

FINAL FANTASY

A new epic fantasy RPG by Nintendo, Final Fantasy has the largest and most complicated world to explore of any NES game so far. It will be featured in our October Strategy Guide!

Back Issues Available Now!

It's still not too late to order 1 or more of 11 classics packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form on page 2.

July/Aug Issue '88

Review highlights include Super Mario Bros. 2, Zelda II-The Adventure of Link, Double Dragon, Contra, Wheel of Fortune, Jeopardy, plus foldout map of Zelda's second quest.

Sep/Oct Issue '88

Review highlights include Castevania II-Simon's Quest, Bionic Commando, Super Mario Bros. 2, Life Force, Renegade, R.C. Pro-Am, Golgo 13, Blaster Master, plus foldout map of Simon's Quest.

Nov/Dec Issue '88

Review highlights include Track & Field II, Blaster Master, Anticipation, Blades of Steel, Cobra Command, Racket Attack, Mickey Mousecapade, plus foldout Blaster Master poster.

Jan/Feb Issue '89

Review highlights include Zelda II-The Adventure of Link, Skate or Die, Wrestlemania, Sesame Street 1-2-3, Marble Madness, Operation Wolf, Metal Gear, plus Skate or Die foldout poster.

Mar/Apr Issue '89

Review highlights include Ninja Gaiden, Teenage Mutant Ninja Turtles, Hudson's Adventure Island, Strider, Cobra Triangle, Bayou Billy, plus Strider poster and The Complete NES Game Pak Directory.

May/June Issue '89

Review highlights include Teenage Mutant Ninja Turtles, Ninja Gaiden, Bayou Billy, Cobra Triangle, Life Force, Mega Man II, Dragon Warrior, plus foldout Mega Man II poster and Life Force maps.

July/Aug Issue '89

Review highlights include Mega Man II, Dragon Warrior, Faxanadu, Strider, RoboCop, Duck Tales, IronSword plus Super Mario Bros. 2 Bonus Tip Book (Part 1).

Sep/Oct Issue '89

Review highlights include Duck Tales, Game Boy, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit, Willow, River City Ransom, and Super Mario Bros. 2 Tip Book (Part 2).

Nov/Dec Issue '89

Review highlights include Tetris, RoboCop, Willow, IronSword, Super-Off Road, Shadowgate, A Boy and His Blob, 720, Guardian Legend, plus Dragon Warrior Strategy Guide.

Jan/Feb Issue '90

Review highlights include Batman, Shadowgate, Willow (part 2), Double Dragon II, Super Spike V'Ball, Clash at Demonhead and River City Ransom, plus The Making of Super Mario Bros. 3, and Adventure in Tetris World Tip Book.

Mar/Apr Issue '90

Review highlights include Super Mario Bros. 3, Silent Service, Pinbot, 720°, A Boy & His Blob, Wrath of the Black Manta, and Astyanax plus Pack Source, the complete Nintendo Game Pak directory guide.

NEXT ISSUE

NINTENDO POWER STRATEGY GUIDE

SUPER MARIO BROS. 3

If you're a subscriber, we've got a big surprise for you! In June, you'll get a special giant Nintendo Power Strategy Guide on Super Mario Bros. 3 free as your next issue! (for details, see page 95 & 96 of this issue). This mammoth tip book will also be available in stores for just $3.50.

In the July/August issue of Nintendo Power, look for these hot features:

FINAL FANTASY

Like any great role playing game, Final Fantasy will provide weeks of exciting play. Our feature in this next issue will give some advanced tips as a preview to our Final Fantasy Strategy Guide later this year. We'll also reveal part two of our Final Fantasy Treasure Quest Contest!

THE MAFAT CONSPIRACY

Super spy Golgo 13's latest mission is also quite an in-depth game, with a variety of secret agent tasks rolled into one Game Pak. Check out our review for top secret intelligence on this challenging, action-packed game.

CRYSTALIS

Mutants, magical swords and lost technology—this is the world of the Zelda-like adventure game, Crystalis. It's a large world with many items to find, so look for some hot pointers in our review.

STARTROPICS

The Island of Capricola is brimming with adventure. Our in-depth coverage will be your guide through this expansive video paradise.

PLUS: Our regular features and other surprises!

Dear Readers!

There's big excitement here at Nintendo Power! We're going monthly! Instead of waiting two months between issues, we'll be presenting power packed NES tips and info every month. The regular issue of Nintendo Power will still contain over 100 pages of top game tips and other insider information, and will appear in your mail box every other month. But on the "other" months, you'll get a Nintendo Power Strategy Guide that will give super-detailed coverage on a single hit game. We're pretty excited about the whole thing, and we think you will be too (especially since they're free with your subscription). In June look for SMB3, your first Strategy Guide edition!

I've been spending a lot of time recently helping to plan the Nintendo World Championships 1990. By the time you read this, the tour will have started and hopefully I'll have met some of you in person (I wish I could visit every stop of the tour!). Be sure to let us know what you think about the NWC. Your comments are invaluable in planning future events!

Well, gotta go! We'll see you next month in the first Nintendo Power Strategy Guide—featuring Super Mario Bros. 3!!! Don't miss it!

PLAYER'S POLL CONTEST

TOTAL RECALL™ WE MAKE THE IMPOSSIBLE POSSIBLE!!

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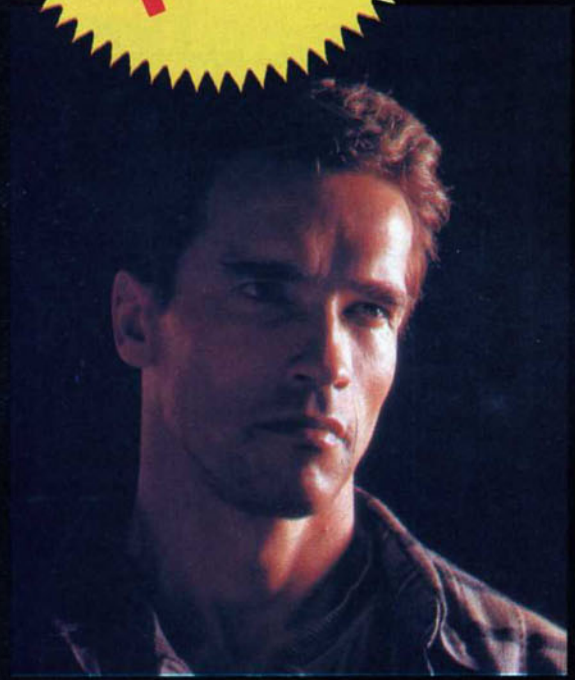
☆A video session on the set so you can experience "total recall" of your trip!
☆An actual Martian Police Uniform used in the filming of the movie Total Recall!
☆Three days and two nights in Hollywood, CA!
☆Acclaim's action-packed Nes Game Pak based on the movie, Total Recall!



The Grand Prize winner will take home the ultimate movie collectable—a real Martian Police Uniform!

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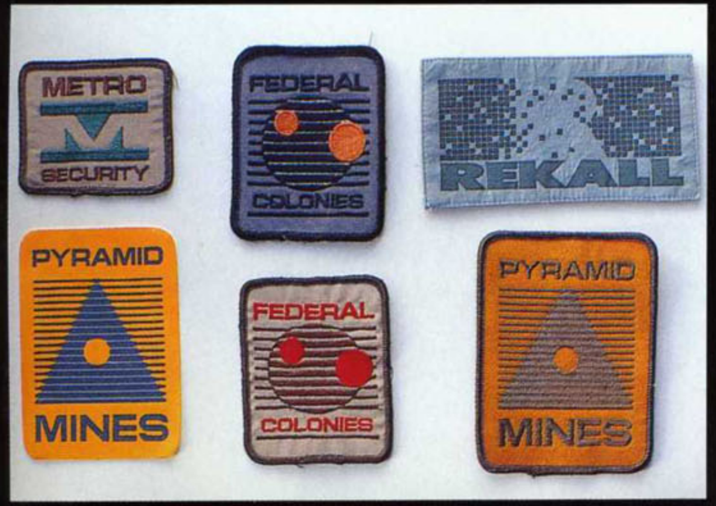
SECOND PRIZE 5 WINNERS

WIN AN ULTIMATE COLLECTOR'S SET OF TOTAL RECALL PATCHES

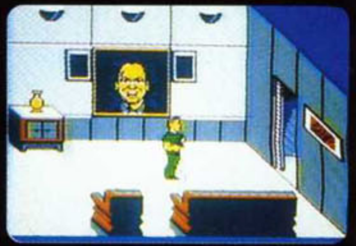
In the science fiction thriller Total Recall, just about everyone wears special identity patches so they can easily be recognized. Second prize winners will receive a framed set of these rare patches. These are not available in any store! Wow!



THIRD PRIZE 25 WINNERS

WIN THE ULTIMATE MIND GAME FROM ACCLAIM

Third prize winners will receive a copy of Acclaim's Total Recall NES game! This action-packed Game Pak captures all the excitement and suspense of the hit movie!



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To enter, just fill out the Player's Poll response card. Or print your name and address on a plain, 3x5 piece of paper and mail to:

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One entry per person, please. All entries must be postmarked no later than June 15, 1990. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about June 30, 1990. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. Prizes are not transferable and no substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after July 15, 1990 by sending a self addressed stamped envelope to the address listed above.

ULTIMATE FANTASY TRIP TO HOLLYWOOD: Nintendo will arrange air travel and hotel accommodation for the Grand Prize winner and his/her guest. If winner is under 18, the winner must be accompanied by parent or guardian. This special 3-day/2-night excursion, scheduled for dates to be determined by Nintendo between June 14 and August 31, 1990, is subject to accommodation and airfare availability. Celebrity meeting is subject to scheduling and availability of all parties. Some restrictions apply.

Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

JAN/FEB ISSUE PLAYER'S POLL CONTEST WINNERS

GRAND PRIZE

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SECOND PLACE

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HERBY	GARCIA	MIAMI	FL
MATT	HOWE	HIGHLAND	CA
BRIAN	LACKOWSKI	CAROL STREAM	IL
COREY	LAFAVE	PIERRE	SD
JUDY	LIVINGSTON	WOODRIDGE	IL
PHIL	MAZZOLA	CARLISLE	MS
STEVEN	MOLLEUR	NASHUA	NH
GIMMY	PARKER	PLANO	TX
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JUSTIN	CAREY	BEND	OR
THING	CHAN	ROCK HILL	SC
DOMINIC	CRONSHAW	BOULDER	CO
CLYDE	CROSS	FREEPORT	IL
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SEVERO	KRISTOFICH	PORT WASHINGTON	NY
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JAY	LEWIS	NEWARK	OH
ANDREW	LING	PORTLAND	OR
ANDREW	LUCAS	WELLINGTON	CO
TRENTON	MERRITT	HOUSTON	TX
DANIEL	METRO	CENTRAL ISLIP	NY
TERRY	MONTGOMERY	FAIR OAKS	CA
SCOTT	MORRIS	MESQUITE	TX
BEN	NELSON	COLCHESTER	IL
MATTHEW	NOVAK	LOS OSOS	CA
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JESSE	POAGUE	JOHNSONBURG	PA
NOEL	RIANS	FRANKFORT	IL
KENNETH	ROBINSON	RENO	NV
RYAN	SALERNO	BRUNSWICK	GA
ADRIAN	SILVA	SPRING	TX
DAVID	SMITH	MAPLE GROVE	MN
JULIE	TUTWILER	MOBILE	AL
ALEX	ULM	BROWNSVILLE	KY
MATT	WHEELER	VANCOUVER	WA
DAN	WILDER	WESTFIELD	MA

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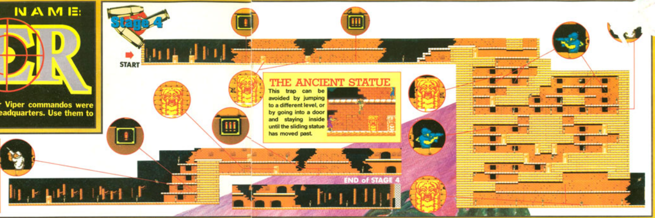
CODE NAME: VIPER

Before they were captured, the other Viper commandos were able to get these maps to Kenny at Headquarters. Use them to your advantage!

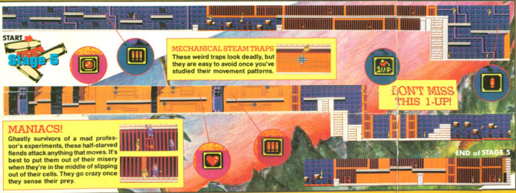


SNEAKY SNIPER

Quick reflexes will enable you to take out snipers. Shoot once and then jump down to avoid their fire.

THE ANCIENT STATUE

This trap can be avoided by jumping to a different level, or by going into a door and staying inside until the sliding statue has moved past.

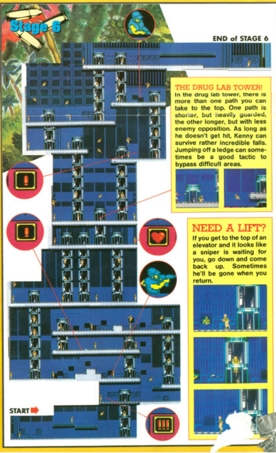


MECHANICAL STEAM TRAPS

These weird traps look deadly, but they are easy to avoid once you've studied their movement patterns.

MANIACS!

Ghastly survivors of a mad professor's experiments, these half-starved fiends attack anything that moves. It's best to put them out of their misery when they're in the middle of slipping out of their cells. They go crazy once they sense their prey.

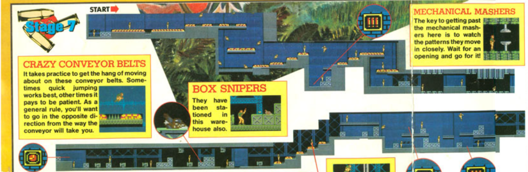


THE DRUG LAB TOWER!

In the drug lab tower, there is more than one path you can take to the top. One path is shorter, but heavily guarded, the other longer, but with less enemy opposition. As long as he doesn't get hit, Kenny can survive rather incredible falls. Jumping off a ledge can sometimes be a good tactic to bypass difficult areas.

NEED A LIFT?

If you get to the top of an elevator and it looks like a sniper is waiting for you, go down and come back up. Sometimes he'll be gone when you return.



CRAZY CONVEYOR BELTS

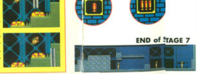
It takes practice to get the hang of moving about on these conveyor belts. Sometimes quick jumping works best, other times it pays to be patient. As a general rule, you'll want to go in the opposite direction from the way the conveyor will take you.

BOX SNIPERS

They have been stationed in this warehouse also.

MECHANICAL MASHERS

The key to getting past the mechanical mashers here is to watch the patterns they move in closely. Wait for an opening and go for it!

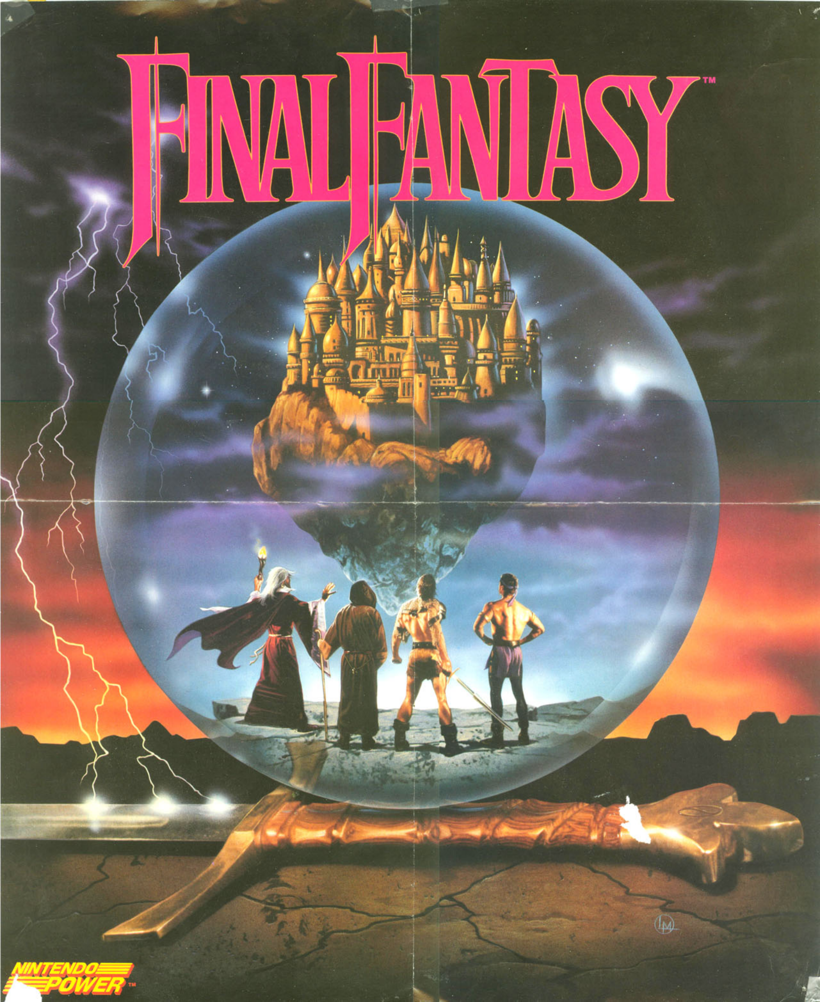


STEEL GRIDERS!

To add to the hazard of the conveyor belts, steel girders will fall from the ceiling. In this area, advance cautiously and if you see a girder falling, hold your position on the conveyor belt by jumping straight up. Once the girder has fallen, it's safe to move on.

Items & Enemy List (See Review For Detail)

	Extra 4[illegible] Ammo		1-Up
	[illegible] G		Stop Watch
	[illegible]rt		Sniper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